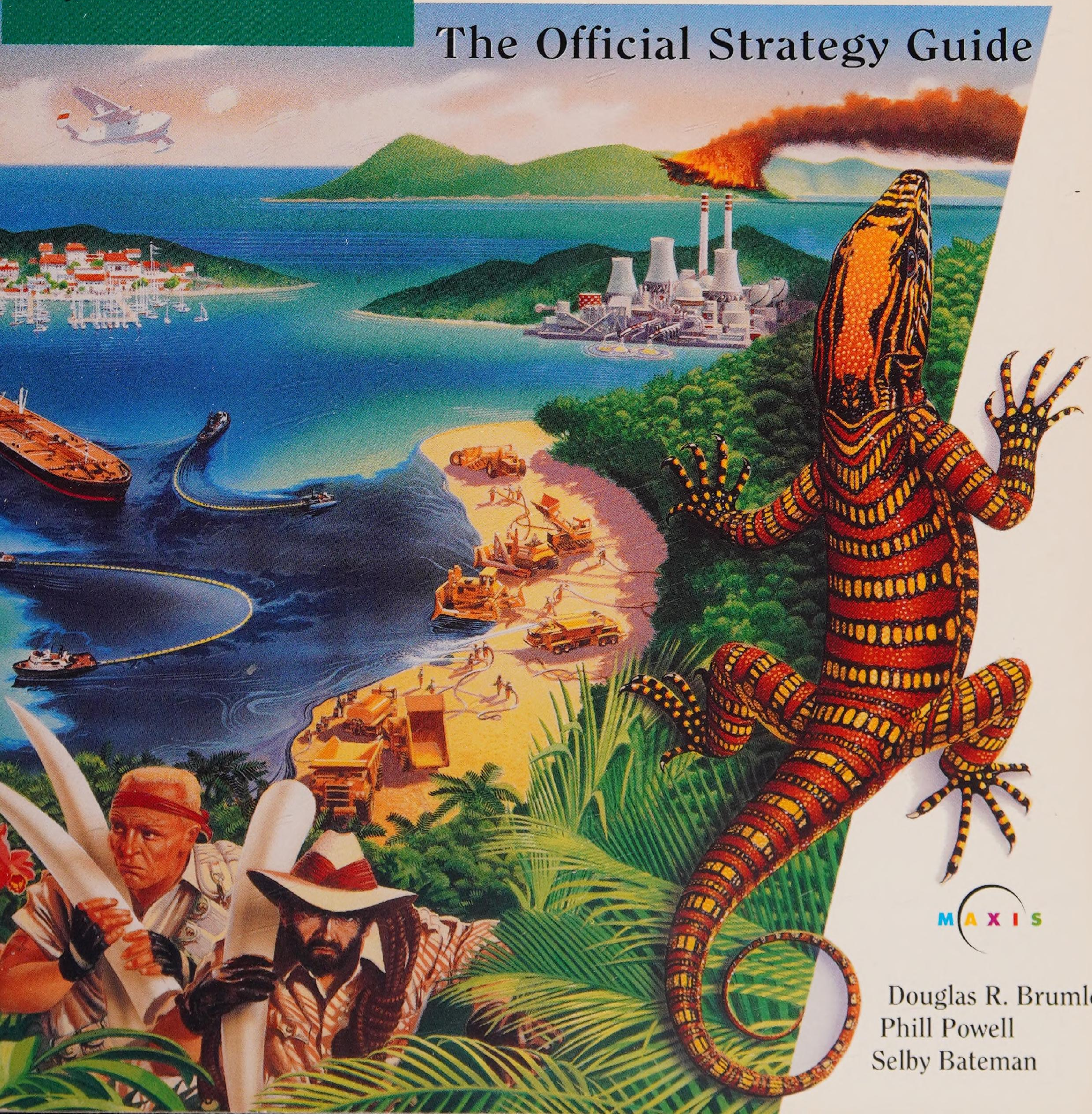
PRIMA'S SECRETS OF THE GAMES®

SIM ISLE™

The Official Strategy Guide



MAXIS

Douglas R. Brumley
Phill Powell
Selby Bateman

ISBN 0-7615-0085-5

0 86874 50085 3

SIMISLE™

The Official Strategy Guide

Computer Game Books

Now Available

The 7th Guest: The Official Strategy Guide
Across the Rhine: The Official Strategy Guide
Alone in the Dark 3: The Official Strategy Guide
Ascendancy: The Official Strategy Guide
Buried in Time: The Official Strategy Guide
Caesar II: The Official Strategy Guide
CD-ROM Games Secrets, Volume 1
Cyberia: The Official Strategy Guide
Descent: The Official Strategy Guide
DOOM II: The Official Strategy Guide
DOOM Battlebook: The Revised and Expanded Edition
Hell: A Cyberpunk Thriller—The Official Strategy Guide
Heretic: The Official Strategy Guide
I Have No Mouth and I Must Scream–The Official Strategy Guide
In the First Degree: The Official Strategy Guide
Inside Electronic Game Design
Kingdom: The Far Reaches—The Official Strategy Guide
King's Quest VII: The Unauthorized Strategy Guide
The Legend of Kyrandia: The Official Strategy Guide
Lords of Midnight: The Official Strategy Guide
Machiavelli the Prince: Official Secrets & Solutions
Marathon: The Official Strategy Guide
Marco Polo Official Secrets and Solutions
Master of Orion: The Official Strategy Guide
Master of Magic: The Official Strategy Guide
MechWarrior 2: The Official Strategy Guide
Microsoft Flight Simulator 5.1–The Official Strategy Guide
Microsoft Space Simulator: The Official Strategy Guide
Myst: The Official Strategy Guide, Revised Edition
The Pagemaster Official CD-ROM Strategy Guide and Companion
Panzer General: The Official Strategy Guide
Perfect General II: The Official Strategy Guide
Prince of Persia: The Official Strategy Guide
Rebel Assault: The Official Insider's Guide
Return to Zork Adventurer's Guide
Sid Meier's Civilization, or Rome on 640K a Day
Sid Meier's Colonization–The Official Strategy Guide
SimCity 2000: Power, Politics, and Planning
SimTower: The Official Strategy Guide
TIE Fighter: The Official Strategy Guide
TIE Fighter: Defender of the Empire—Official Secrets & Solutions
Under a Killing Moon–The Official Strategy Guide
WarCraft: Orcs & Humans Official Secrets & Solutions
Wing Commander I, II, and III: The Ultimate Strategy Guide
X-COM Terror From The Deep: The Official Strategy Guide
X-COM UFO Defense: The Official Strategy Guide
X-Wing: Collector's CD-ROM—The Official Strategy Guide

How to Order:

For information on quantity discounts contact the publisher: Prima Publishing, P.O. Box 1260BK, Rocklin, CA 95677-1260; (916) 632-4400. On your letterhead include information concerning the intended use of the books and the number of books you wish to purchase. For individual orders, turn to the back of the book for more information.

SIM ISLE

The Official Strategy Guide

Douglas R. Brumley
Phill Powell
Selby Bateman

PRIMA PUBLISHING
Rocklin, California

SECRETS™ is a registered trademark of Prima Publishing, a division of Prima Communications, Inc.

P™ is a trademark of Prima Publishing, a division of Prima Communications, Inc.

Prima Publishing™ is a trademark of Prima Communications, Inc.

© 1996 by Prima Communications, Inc. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Portions © 1995 by Maxis Inc. All rights reserved. Original characters are copyrighted characters of Maxis Inc. The trademark "SimIsle" is owned by Maxis Inc. Unauthorized use is prohibited.

Project Editor: Brian Taylor

All products and characters mentioned in this book are trademarks of their respective companies.

Important:
Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either express or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-0085-5
Library of Congress Catalog Card Number: 95-70657
Printed in the United States of America
95 96 97 98 BB 10 9 8 7 6 5 4 3 2 1

CONTENTS

Foreword vi
Acknowledgments viii
Introduction–Welcome to the Jungle xi

Part 1–Getting the "Lei" of the Lands

Chapter 1–Taking Control 5
Chapter 2–Personnel Allocation 15
Chapter 3–Reference Dossier 25

Part 2–Missions in the Archipelago

Mission 1–Game Park Reserve 33
Mission 2–Buy Out 37
Mission 3–Big Ideas 43
Mission 4–Megatropolis 51
Mission 5–Money Spinner 57
Mission 6–Motor City 63
Mission 7–Tourist Haven 69
Mission 8–Industrialization 77
Mission 9–Drug It Up 83
Mission 10–Happy Tourists, Happy Locals . . .89
Mission 11–Tourism 95
Mission 12–The Development State 101

CONTENTS (cont.)

Part 2–Missions in the Archipelago (cont.)

Mission 13–Ripe for Tourists 109
Mission 14–Deforestation 117
Mission 15–Underdeveloped Villages 123
Mission 16–Mystic Lines 129
Mission 17–City Blues 135
Mission 18–Bigger and Brighter 141
Mission 19–Up for Sale 147
Mission 20—Them Good Ol' Boys 153
Mission 21–Baby Boom 159
Mission 22–Goods A Go-Go 165
Mission 23–Land Romp 171
Mission 24–Pollution City 177
Mission 25–Island Generator 183

Part 3–Deep Cover

Chapter 4–Agent Dossiers 189
Chapter 5–Mission QuickStarts 199

Foreword: From the Creator of *SimIsle*

The rainforest is almost like an organism. Its constituent parts relate to one another in an infinity of combinations making prediction and detailed analysis almost impossible. They might contain between three and thirty million species—but only about half a million even have names. What a daunting thought! It makes software development seem easy. Add to this the vast set of relationships between the rain forest and one of those species—man—and you have the subject of *SimIsle*.

The evolution of computer simulation and the evolution of the rainforests have much in common. Where the rainforest organism wants to evolve and to continue in existence, so a software project struggles to completion and a long shelf life. Both are made up of a huge number of interrelating elements. In a game we find rivers of machine code instructions, function flowers, data hives and roosts, and, of course, bugs. To continue the analogy: A computer game is subject to many external influences—cash flow, talent, market timing, and the whim of management are its wind, rain, geology, and natural disasters.

Of course, *SimIsle* can't simulate every tree and inhabitant. Instead, it abstracts the details into generalities and simulates the relations of larger objects—an acre of forest, a village, a car factory, a road. There are dozens of game objects and dozens more ecological niches modeled in the game. In place of zillions of terrabytes needed to digitize a real forest, the game stores an entire island in about three megabytes. Just because 3.1 only has two digits, it is just as much pi as 3.1415927—it's just a question of resolution. We researched what really happened in tropical islands, particularly Borneo, and tried to recreate it in a computer simulation. Because *SimIsle* has such a complex set of models it exhibits many of the same characteristics as a real rainforest island—it is unpredictable, diverse, almost alive. Although an abstraction, *SimIsle* is, in some ways, still a tropical island—a real one, inside your computer! To me as the original designer of the game, this is an extremely pleasing thought.

The game doesn't have an "editorial viewpoint" which it tries to force on the player—it is meant to be simulation not education. If you want to use it to explore what happens when you tarmac an entire island, that's your affair. Alternatively, you can see if it is possible to marry economic growth, with all its benefits, to ecological safety. However I have a personal view and I think it is only fair to own up to it now. I believe that we are all part of a great whole, which for convenience we call nature. Most of us live and work in man-made environments, but we like to have plants in them. I often look wistfully at the trees outside my window. For many people, "a house in the countryside" or membership in a "country club" is an ultimate ambition. Natural history museums, nature magazines and TV shows, wildlife activist groups, among others, all testify to our urge to protect and enjoy nature. I believe that we have to respect nature, not because it's right or moral, but because we're part of it.

Finally, I have to say a word of thanks to everyone who made the game possible—Jason Gathorne-Hardy, our researcher; the project team who turned my crazy original ideas into a real, working game—Simon Parkinson, Richard Groves, and Dee Jarvis; to Kevin Shrapnell, the producer, for being game warden to the *SimIsle* rhino; and of course to all the wonderful people at Maxis who paid us to do it!

Matthew Stibbe

Acknowledgments

We have many people to thank for the help and support they have shown in the writing and production of this strategy guide.

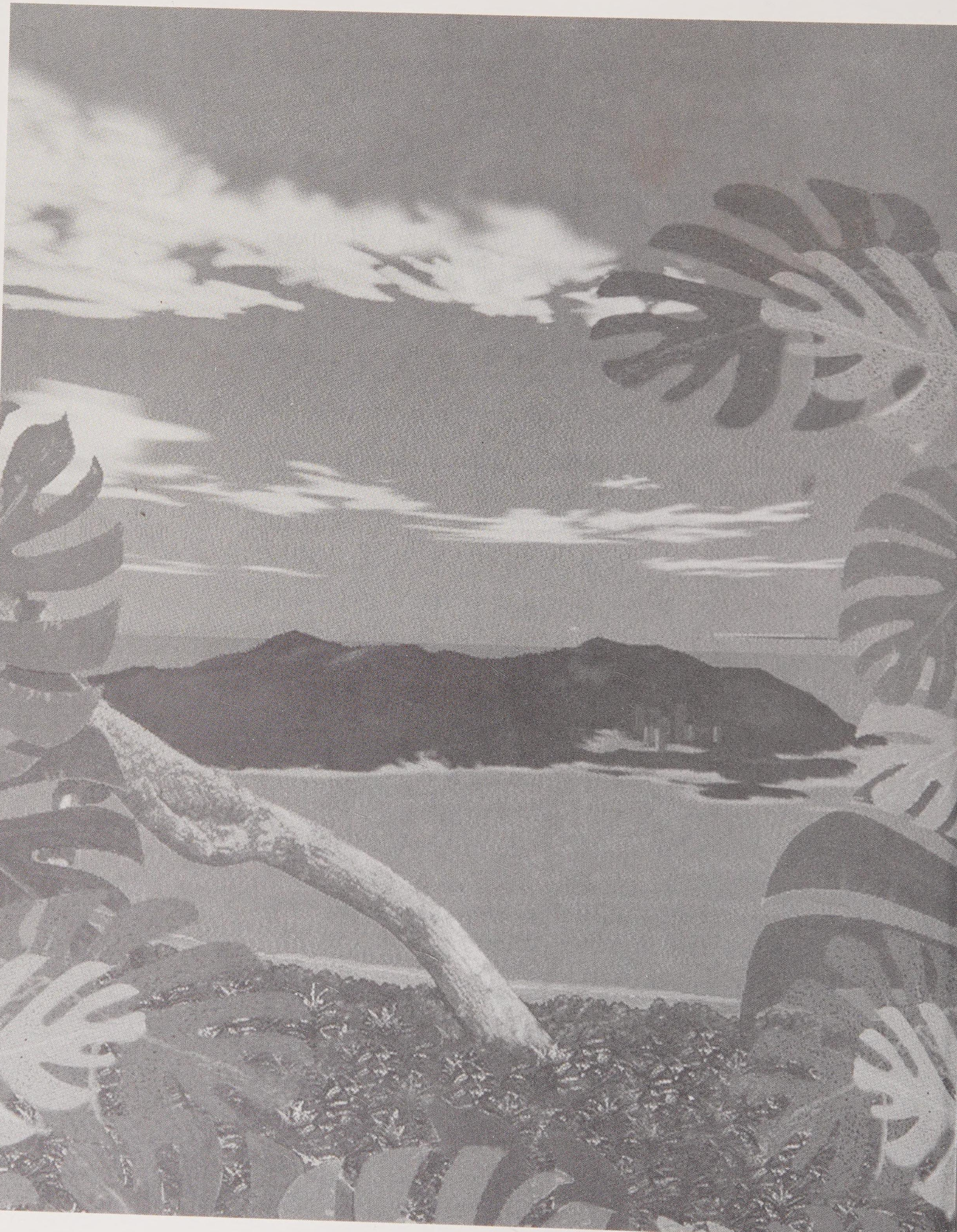
As always, many thanks to all of the good people at Prima Publishing, especially Hartley Lesser and Juliana Aldous. A very special word of thanks to Brian Taylor, our project editor, for his endless patience and excellent suggestions throughout the writing of this book.

At Maxis, Jim Siefert and Mike Gilmartin provided much needed information and guidance on a number of the more complex and difficult island missions, despite their own very busy schedules.

Our thanks to Sandie Bateman for her tireless design and production efforts, as well as to Ed Morgan for his illustration work.

And finally, to our families and friends for all of their support, a rousing round of applause.

Douglas R. Brumley
Phill Powell
Selby Bateman
Greensboro, NC
November 1, 1995



Introduction:

Welcome to the Jungle

You're standing in the half-light of a steaming, vine-thick rainforest—nature's great primeval birthplace. Monkeys skitter among the tree tops. You hear the far-away yowl of a great cat, the rushing sound of a nearby waterfall, and the grinding rumble of a bulldozer as it plows through a stand of century-old trees.

Oops!

Well, that's a rainforest for you. There's always far more going on there than you might realize. It can be a confusing, frequently forbidding world in which it definitely pays to have a knowledgeable guide.

And that's a fitting description of *SimIsle: Missions in the Rainforest.* If you're reading this Introduction, then you may have already discovered that *SimIsle* is a wonderful interactive simulated world. But it's also a challenging and complex environment in which it helps a great deal to know your way around a bit.

That's where this book comes in.

SimIsle offers the best of two worlds: It's another in the successful line of Maxis computer simulations—an open-ended software toy that contains a nearly limitless array of ap-proaches and experiences. But it also contains two dozen missions—individual game scenarios that present a wide variety of goals to reach and problems to solve.

Think of this volume, then, as both a strategy guide to better tackle each mission and as a jumping-off point for deeper exploration into the wilds of the *SimIsle* universe. Since the manual that came with *SimIsle* spends a good deal of space on the tutorial island and on many of the basic controls and resources, we'll concentrate more on mission strategies and those hidden facts that can make your own *SimIsle* experience a richer, more rewarding one.

There's much more to *SimIsle* than can be encompassed within these pages. But follow our lead and you'll be far better equipped to face the computer rainforest.

Remember, it's a jungle out there.

How to Use This Book

There are three major sections to this guide:

Part 1–Getting the Lei of the Lands focuses on the basics of operating in the *SimIsle* world: use of the Control Bar, movement and viewing alternatives, scoring, the all-important reference Notebook, and various other options and features.

Part 2–Missions in the Archipelago is a mission-by-mission strategy guide to all 25 missions, including the Island Generator. You'll find the strategic approaches that will help you meet each mission requirement, as well as notes, tips, and cautions aplenty.

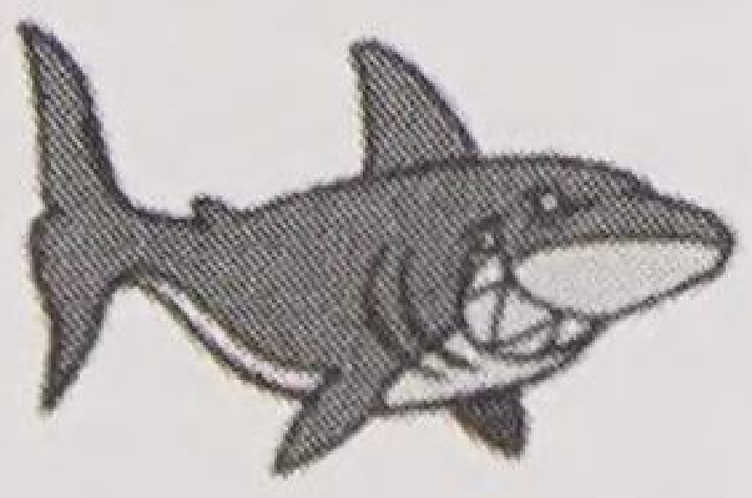
Part 3–Deep Cover includes Dossiers on each agent as taken from the game's Notebook feature, as well as Mission QuickStarts: strategies for solving each mission. You will also find there a list of save-game cheat codes that can increase your chances of success, a list of the mission difficulty levels, and a note on *SimIsle* disasters that may crop up.

Notes, Tips, Cautions ... and Buried Treasure

There's a wealth of information in this strategy guide to help you conquer these islands. In addition to the strategy guidelines you will find throughout the book, we've highlighted information that is especially useful or helpful in the following ways:

TIPS—The picture of the parrot indicates a special bit of information that points out ideas, procedures, shortcuts, and facts that can make game play easier or more successful, but that might not be apparent.

☞ **NOTES**—The pointing finger icon spotlights a note that helps to explain or elaborate on some aspect of SimIsle's game play.



CAUTIONS—The shark indicates a potential danger or problem that might occur. This is used generally to warn about certain consequences of actions or strategies that could lead to inappropriate or negative results.

BURIED TREASURE—The treasure chest icon is very special, and it reveals hidden information that is not documented elsewhere. That information can usually make a significant difference in how you approach your missions.

The Journal Writer

There's an element of this book that is quite different from many game strategy guides, but one that we have found very helpful.

We were fortunate to come into possession of a private journal, apparently kept by a *SimIsle* missions tester. The notes contain the thoughts and discoveries of this anonymous game tester as well as a fascinating memo from someone who claims to be an operative of the National Security Agency, a secret division of the U.S. Department of Defense.

While we can't verify whether this journal is based on fact or fiction, the information has sure been a blessing in our efforts to uncover the secrets of *SimIsle*. (We did some checking, but all we could find out was that the journal writer was thought to have suddenly "disappeared" into the rainforest one day.)

Here's how it starts:

Journal Entry 1

What's going on here? I mean, what's REALLY going on?

First, this cagey-looking Under-Under Secretary of Something from the State Department contacts me out of the blue. He asks me a lot of questions about my background—education, interests, experience. And then he asks if I'll take part in some "what-if?" games having to do with the world's rainforests. Says that they'll PAY ME!

Why me?

And now that I've been given this Missions Disc—after signing enough confidentiality agreements to paper a law school—somebody apparently slips this memo into my coat pocket while I'm leaving D.C.

INTERDEPARTMENTAL MEMO
National Security Agency
TO: Pac Theater Oversight Committee,
Department of State, USA
FROM: NSA Field Operations, DOD, Outpost Bravo,
Pacific Theater
RE: SimIsle: Missions in the Rainforest

As you are well aware, events relating to the world's rainforest situation have in recent months taken on even more importance. From an ecological, economic, and political standpoint, the rainforest issues facing the United States government and its citizens could not be more crucial. How we respond to these situations will determine the course of issues and areas vital to U.S. interests and, in a very real sense, the future health and stability of our world.

With that in mind, we have begun a clandestine (Level III) program to find a small group of selected candidates whose talents, experience, and intelligence make them uniquely qualified to help solve the challenges facing the world's rainforests. Using an exceptional multimedia simulation called SimIsle: Missions in the Rainforest, we are currently testing a limited group of candidates whom we believe can make a real difference in meeting these challenges.

While we strongly believe that SimIsle should be classified for government-only use under NSA Directive DOD/1956/SC012, we fully understand that others—both in and out of the government—do not necessarily share our high regard for secret operations.

As you know, the Department of State, in cooperation with DOD/NSA, is making use of the results of these island scenarios in the development of long-range planning regarding the future of rainforest policy. This fact is NOT to be revealed to any of the candidates engaging in the SimIsle missions in order to prevent contamination of individual tester reactions. The results from these simulated missions are to be monitored and, where appropriate, carried out in the real world. That fact is, obviously, also classified.

Please destroy this document, per NSA directive 108/RF/Class/2.

Now, THAT's some strange memo!

I don't know what to make of it, but apparently SIMISLE has more going on than I've been told. Well, there's no question about my interest in the future of the rainforests ... and the money's good. From what I've seen so far, SIMISLE has no shortage of challenges—and I mean all types of challenges!

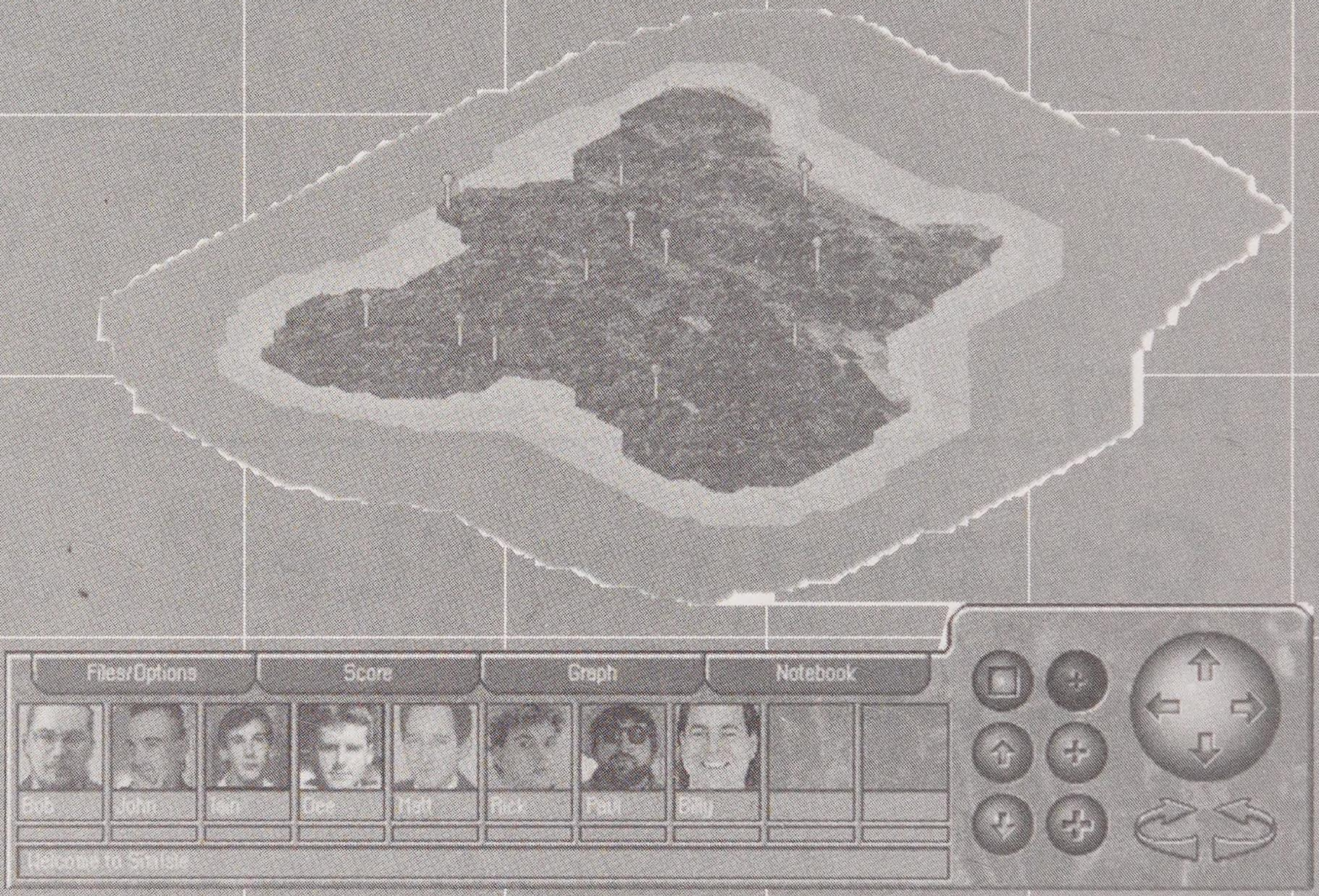
Well, I'll keep my journal notes secret, and we'll just find out where all this leads.

PART I

Getting the "Lei" of the Lands

PART I

Getting the "Lei" of the Lands


Files/Options
Score
Graph
Notebook
Bob
John
Ian
Dee
Matt
Rick
Paul
Billy

Welcome to Stratisle

Chapter 1: Taking Control

Figure 1-01. The opening screen to SimIsle displays an island rainforest paradise.

A Journey and a Journal

I'm tense—but I do appreciate the irony: I left Washington to get away from the government agents who seemed to have a relentless interest in me and SimIsle. I came to this peaceful coastal resort to play-test the simulation—and apparently I still can't get rid of the agents. First the rent-a-car guy at the airport conveniently loses my reservation, then he mysteriously sets me up with a car ... AND DRIVER.

Next, the hotel computer botches my beachfront reservation. Oddly, the only available room is in a corner of the basement—with no windows, no phone, and no television. As compensation, I suppose, I've been given free round-the-clock room service. (Note for future meals: something STRANGE about the filet of sole. Avoid in future.)

It's clear SOMEBODY wants me to get started on SimIsle and not just lie around down here. Why else would Ricardo, my ever-present driver, stand guard outside my door? Every time I ask him to take me somewhere he just offers some lame excuse and refers to SimIsle.

"Ricardo, how about taking me to ... um ... the dog track?"

"Oh no, mister, you don' want that. It's far too hot there. The dogs will only be walking around."

Then he gets that weird, knowing look in his eye: "Why don' you play the nice computer simulation, instead?"

Suddenly, I'm feeling very sleepy. (Was it the sole?) Will write mor. . . .

I regain consciousness several hours later on the floor with a throbbing headache. Somebody has set up my laptop and booted up SimIsle. The opening screen beckons me to a synthetic Eden, lush and untamed. I crawl toward the computer, figuring it may be in my best interest to go ahead and start exploring the game—before room service causes me more problems.

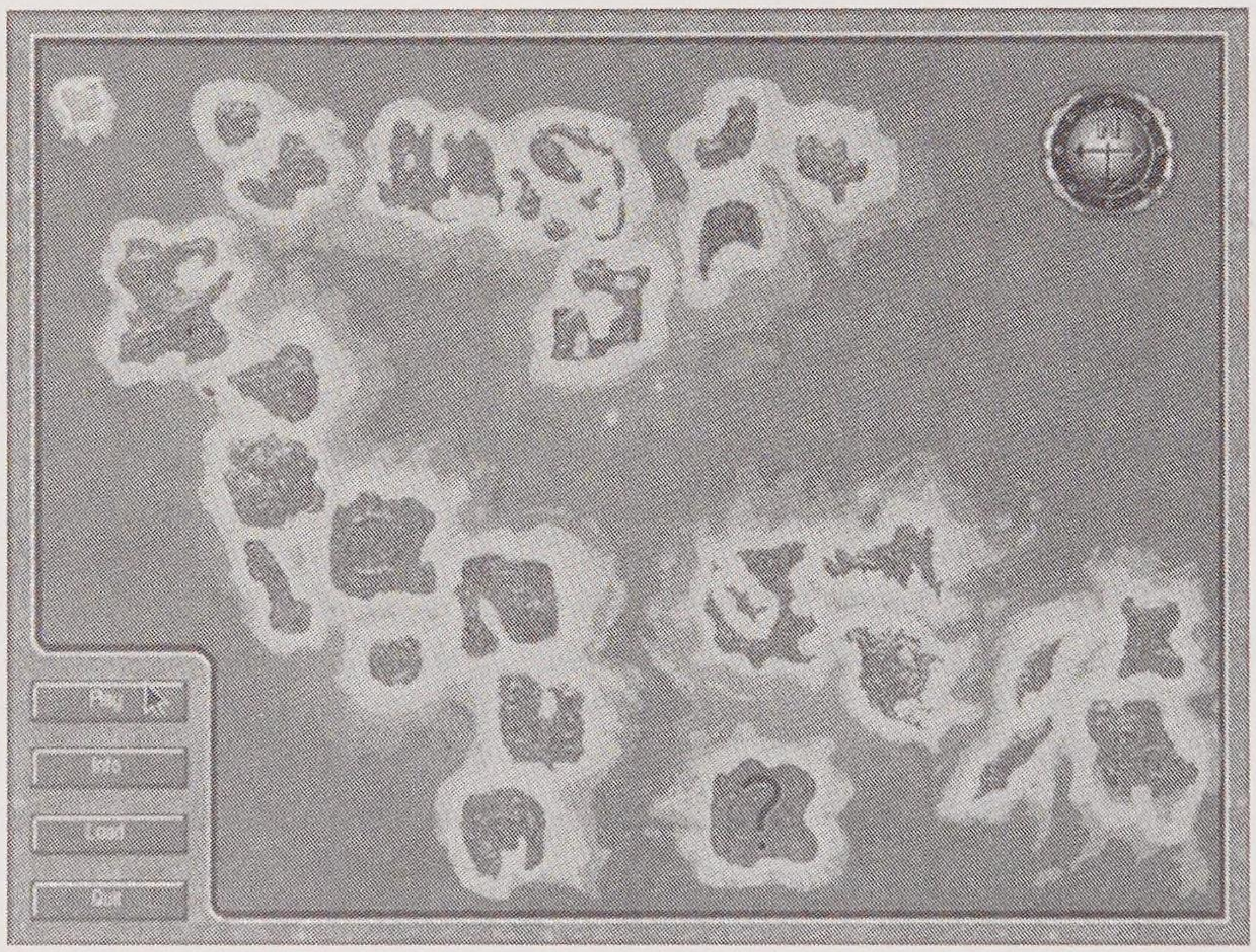


Figure 1-02. The opening aerial view offers a selection from any of the island missions.

The first selection screen I find is an aerial map of the islands. The screen also holds four option buttons, enabling me to either begin a scenario (Play), view a capsule mission statement for each island (Info), restart a previous game (Load), or leave the sim before I get in too deeply (Exit). Although my instincts warn me to the contrary, I choose an island and click. When the next screen rises into view, I realize that I'm already hooked.

Mission Command: Perusing the Control Bar

Apparently, all my directives will be issued through a mechanism known as the Control Bar, which sits beneath a window looking out on each island. About three-quarters of

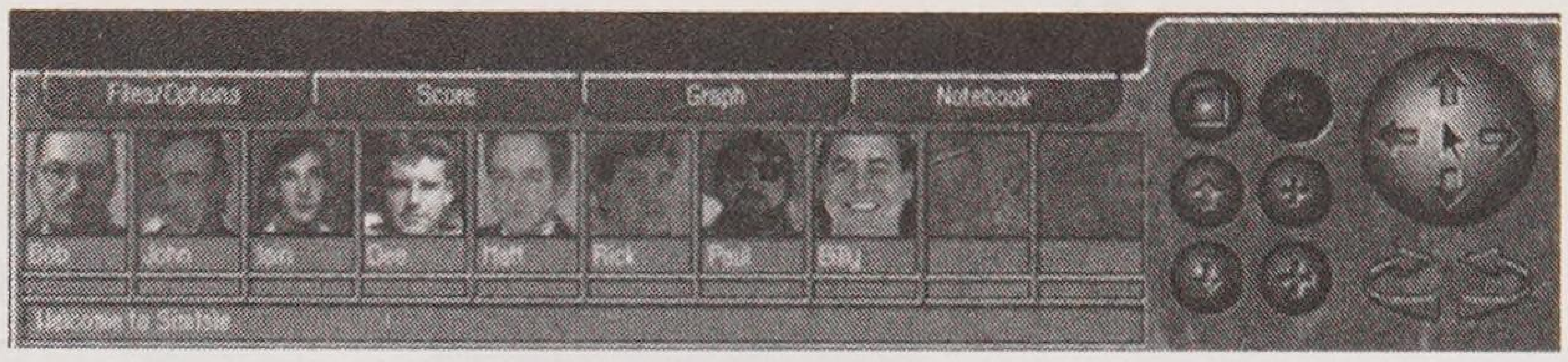


Figure 1-03. The Control Bar is the same in each mission. Only the agents change.

this interface is related to my agents—the operatives who will carry out my bidding. I can't wait to learn more about this sun-ripened gang! The rest of the Control Bar is filled with devices that affect how I can view each island under my, well, control.

The Information Tabs prompt individual reference sections and option settings. Below these tabs are the Agent Activation Controls. Each of these buttons can summon up information about agents, dispatch them to various locations, or locate them.

Navigational Functions

The viewing options come in two varieties: those determining what I actually see and those that adjust how closely I can see it.

I find that buttons marked with arrows either physically shift the island map or shift my viewpoint around the map. The large trackball-style button on the far right actually moves the map, unless I press it in its center, which then (appropriately) centers the map.

☞ **Note: Only one scenario can be viewed at a time; island-hopping, therefore, is prohibited.**

The Up and Down buttons either raise or lower my perspective. Four clicks on the Up button raise my gaze to bird's-eye status, while four clicks down from normal perspective flatten the view, showing how the island would appear at sea level.

Two other controls perform similar, although horizontal, functions: The semicircular arrows beneath the movement trackball change my viewpoint laterally. Each click adds 90 degrees—four quick clicks provide a visual tour of the entire island, in whichever direction is chosen. (If only I had such freedom of movement during this so-called vacation!)

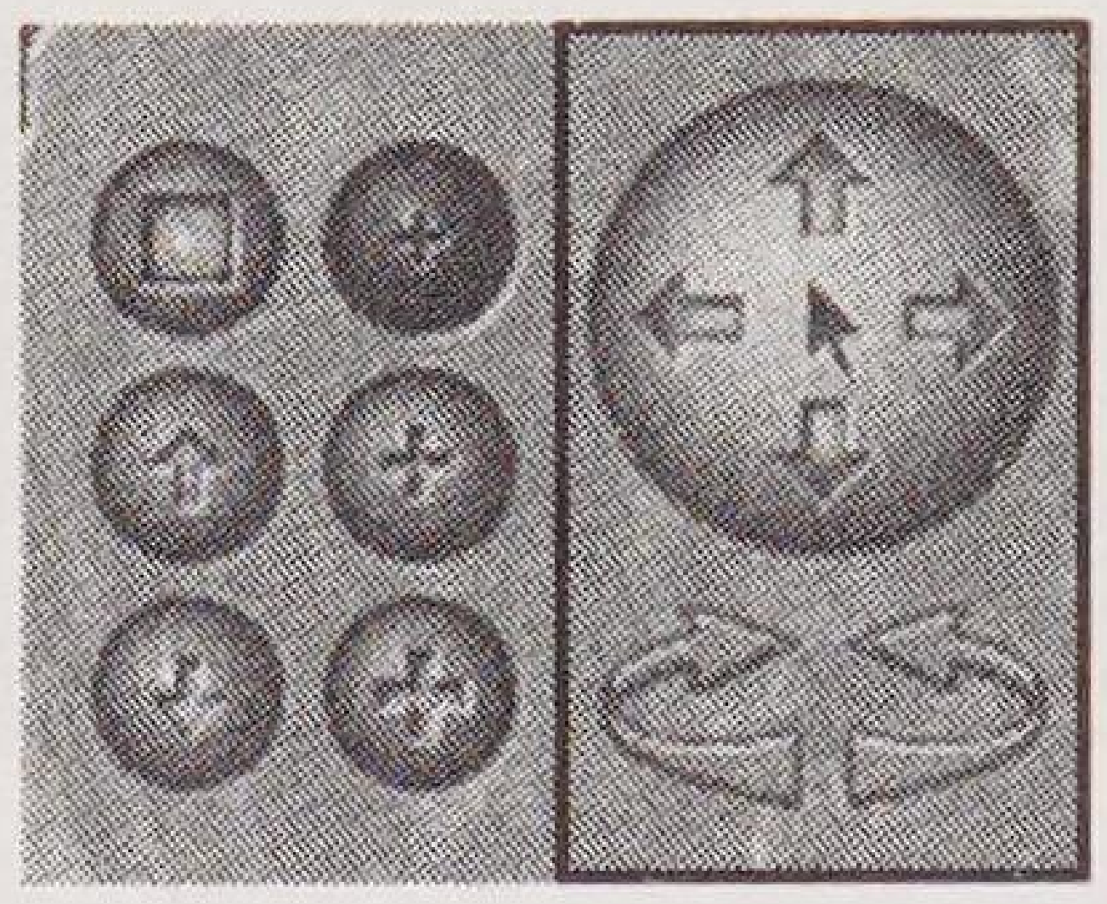


Figure 1-04. Map movement options are controlled here.

The middle row of map control buttons contains my three focusing tools. The top button restores the regular island view we get when we first spy one of these tropical havens. The middle button zooms to a closer island perspective, and the bottom button brings things in tight enough to see individual trees and buildings up close.

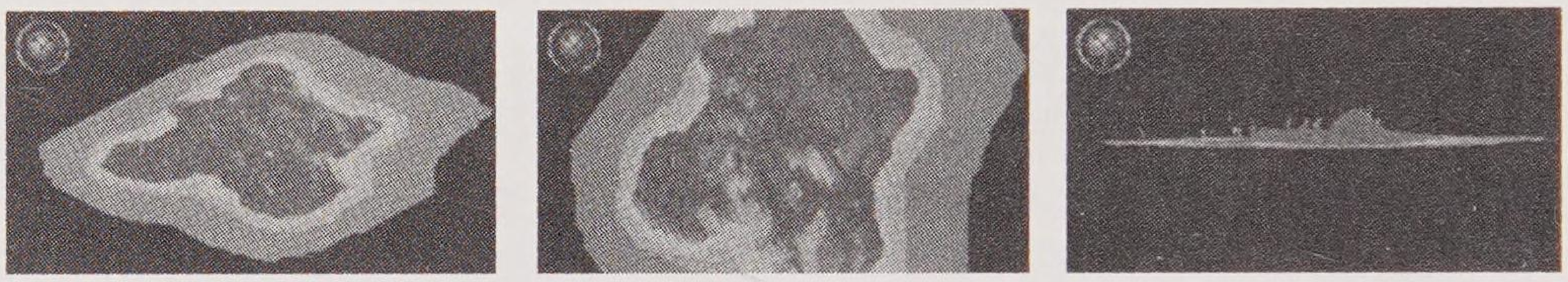


Figure 1-05. The Up and Down perspective buttons can take players to dizzying heights or leave them flat.

The large trackball (upper right in figure 1-04) moves the map in small increments in one of four directions. The semicircular arrows (bottom of figure 1-04) move the map 90 degrees to the right or left. Figure 1-05 shows different viewing perspectives.

For a completely different slant, I can click on the round button containing an inset square. This prompts a two-dimensional overhead view of the island. A bank of buttons lies to the right of this 2-D map—one row dedicated to the island's features, the other to its developments. Most of these features (e.g., fish, oil, gold, etc.) refer to the island's inventory of natural resources.

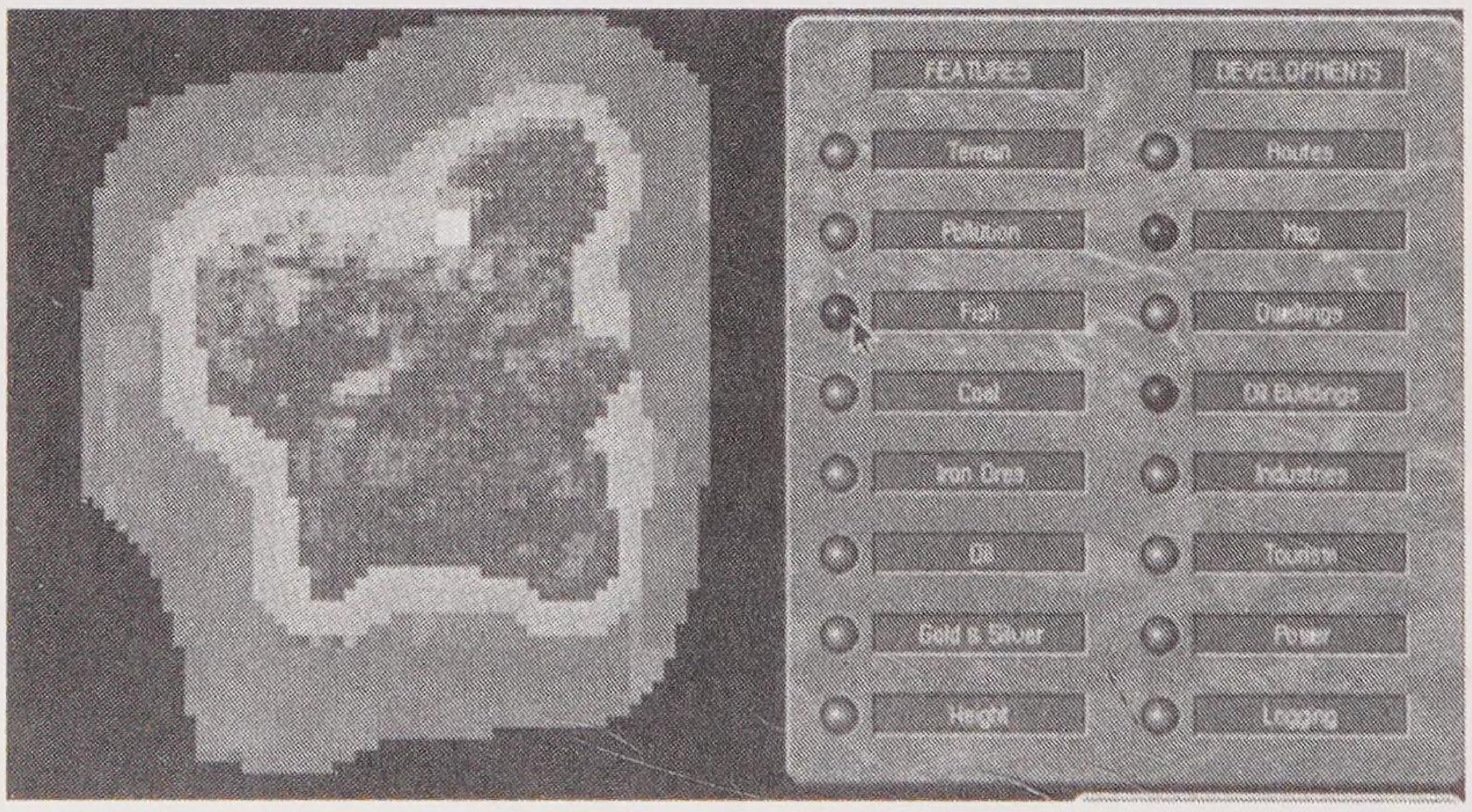


Figure 1-06. 2-D or not 2-D? The 2-D screen couples an aerial view with color-coded displays.

On the other hand, the Developments button, is used to describe the impact of humans on the island. Each attribute is connected to a color scale (found at the bottom right of the screen). When an attribute is activated, this screen provides coded information about not only where a certain element or activity is found but also how much is present. The 2-D map may not be much to look at, but it can convey scads of useful info quickly. If I want to shift between perspectives, I just click the right mouse button.

Informational Functions

Is it my imagination or has someone been riffling through my personal articles? My suitcase has been left a mess by SOMEONE, and I can no longer find any of my belongings. Even my system of personal-effects organization has been wrecked. I rush back to SimIsle, where game information and options are always conveniently located.

Full of Files/ Loaded with Options

The Control Bar seems to do a fine job of centralizing game options. All is revealed by clicking on the Files/Option button, which calls up a display of the 18 settings and the buttons that activate them. Some deal with basic game functions and are self-explanatory: Load, Pause, Quit. The Save function is pretty straightforward, too; it allows a player to save to disk up to eight different games or game progress points. The Scenario button lets a player shuffle among any of the island missions.

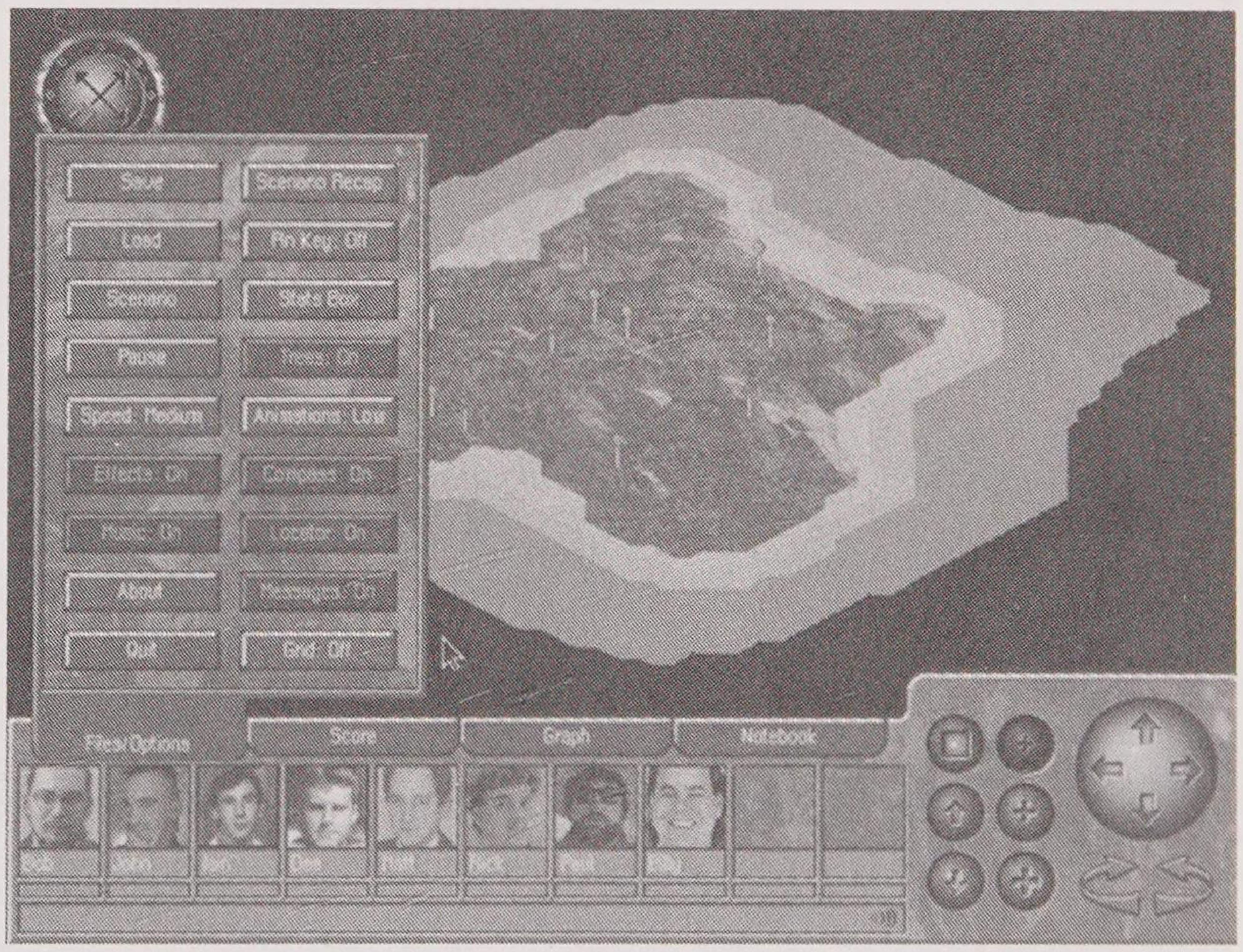
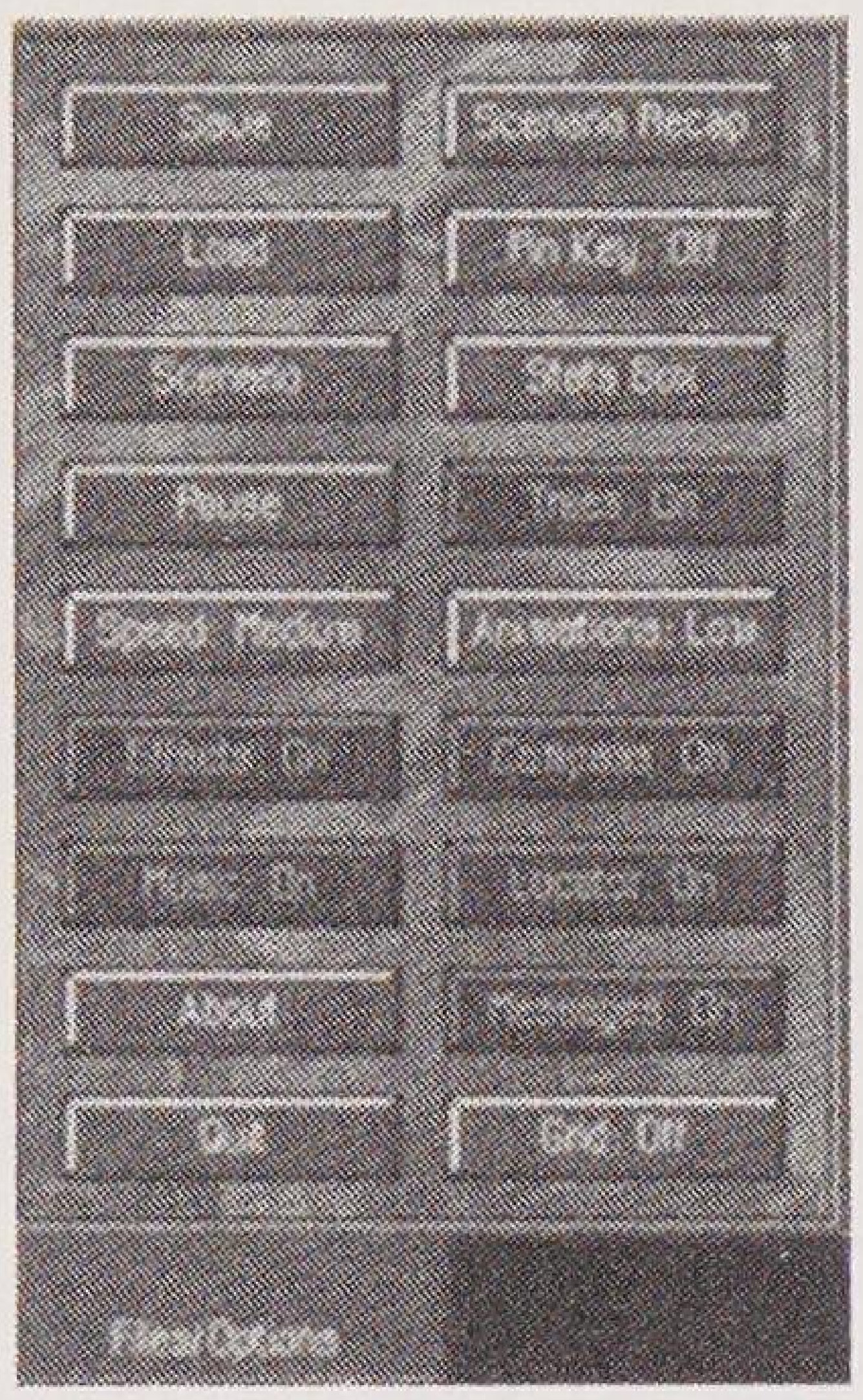

Save
Scenario Recap
Load
Fn Key: Off
Scenario
Stats Box
Pause
Trees: On
Speed: Medium
Animations: Low
Effects: On
Compass: On
Music: On
Locator: On
About
Messages: On
Quit
Grid: Off
Files/Options
Score
Graph
Notebook

Figure 1-07. The Files/Option menu controls 18 game factors, enabling players to customize SimIsle to their own tastes.

Other options exist for controlling the way the game looks and sounds. For instance, Speed lets me set the pace of the game with three available choices. Animation governs the amount and intensity of animated sequences taking place. (Were I running the game on a slow machine, I might opt for the low Animations setting or simply switch it off.)



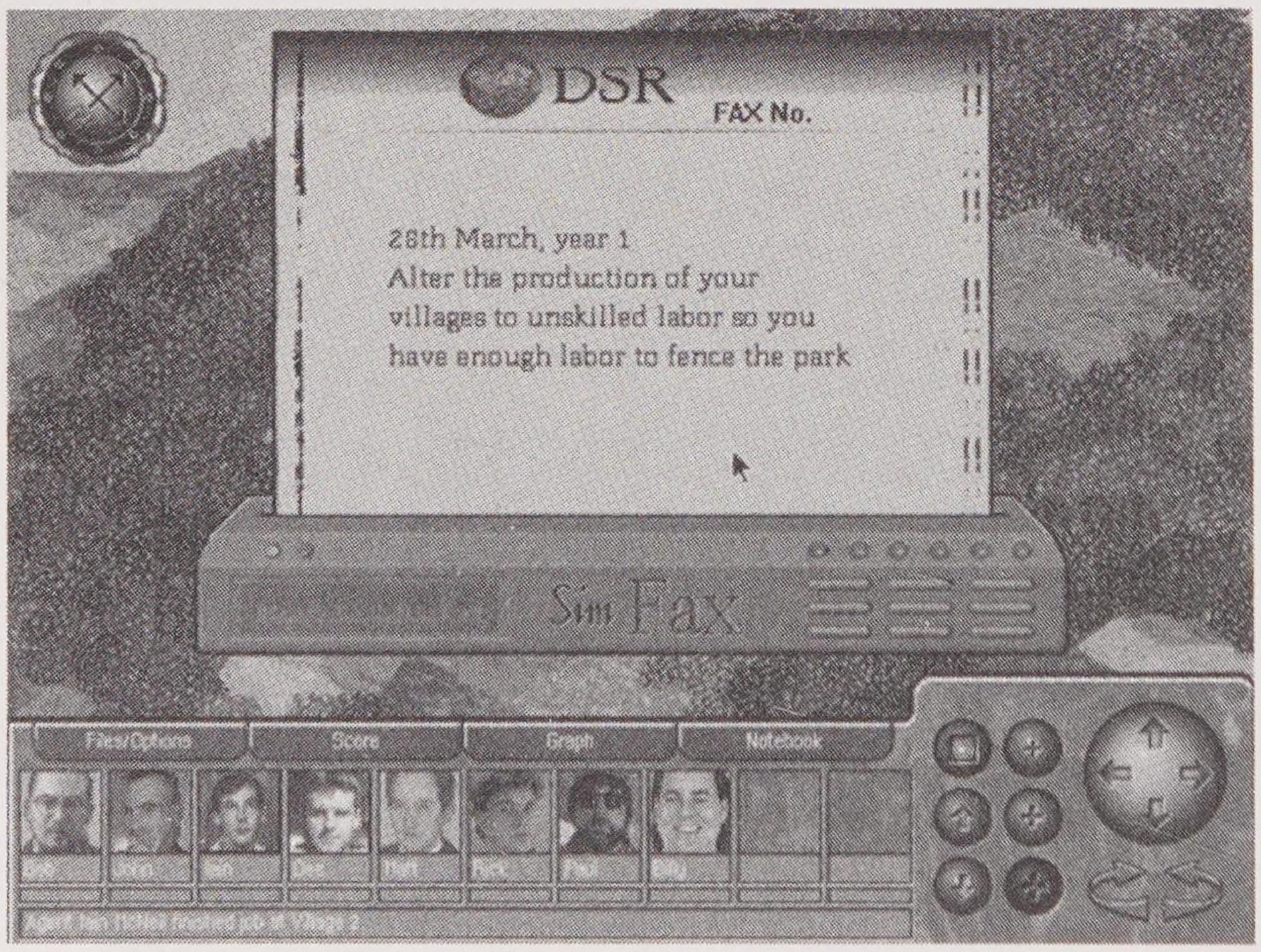
Save
Scenario Recap
Load
Pin Key: Off
Scenario
Stats Box
Pause
Trees: On
Speed: Medium
Animations: Low
Effects: On
Compass: On
Music: On
Locator: On
About
Messages: On
Quit
Grid: Off

Figure 1-08. An up-close view of the Files/Option menu.

The Files/Option display also houses the On/Off buttons for Effects (sound effects) and Music.

Visual settings are controlled here as well: Trees can be pruned from the island view, the Compass can be displayed or removed from the screen, and I can drop a huge net pattern on any island with the Grid setting. Both settings seem to enhance my understanding of an island's topography. Of course, if I'm completely lost, the Compass is always handy. (Given my run of luck, I'd better keep it visible .)

The most useful options, I've found, are those that manage information about my current game. Best of all, they let me access it when I choose. The Pin Key setting, for example, tells what each of the stick-pin symbols means through its color-coding system. The color green signifies Power & Mining, for instance.



DSR
FAX No.

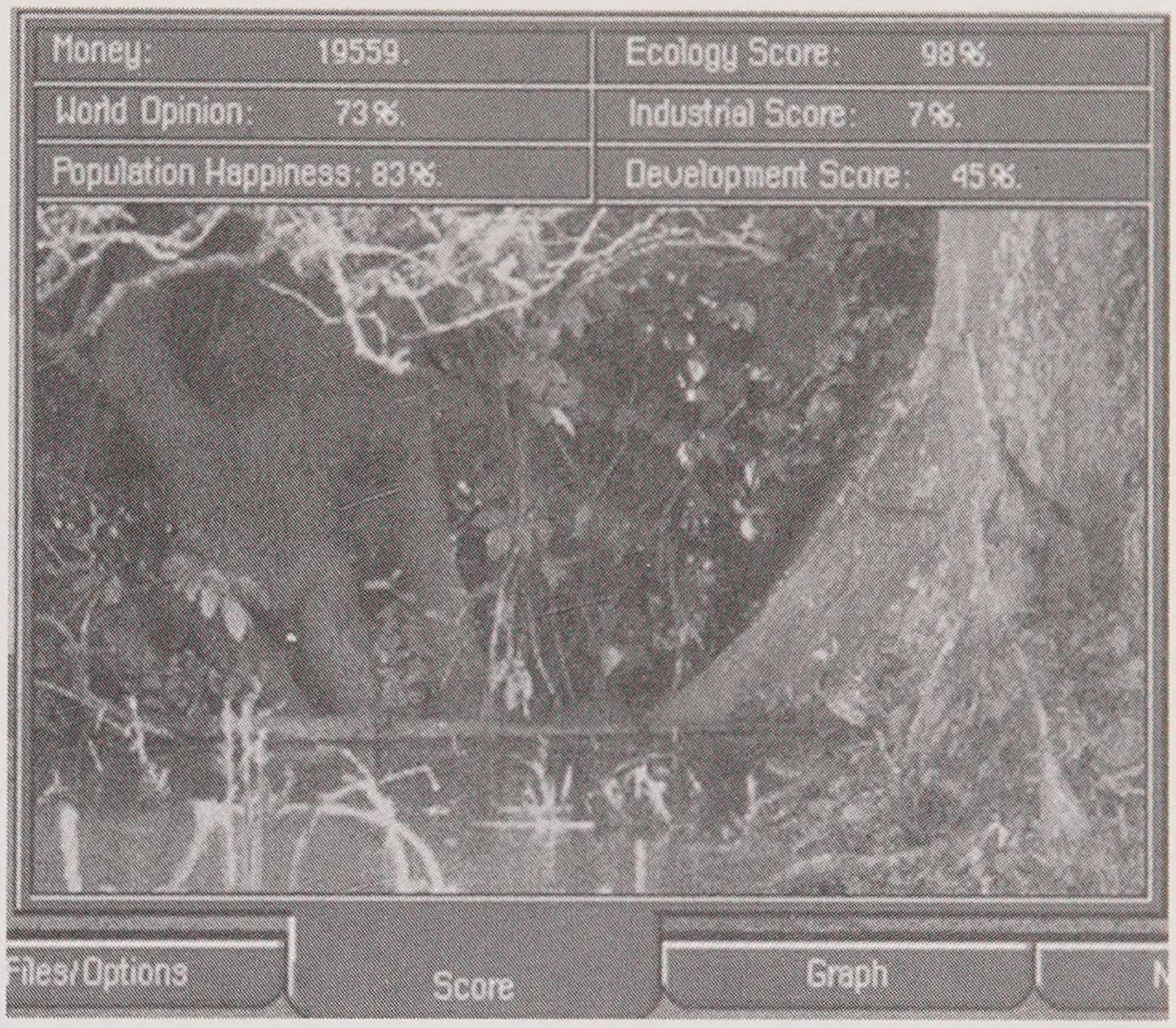
28th March, year 1
Alter the production of your villages to unskilled labor so you have enough labor to fence the park

Figure 1-09. Faxes can be helpful, but they can also be tiresome.

If I need other information, such as the distribution of my agents on a certain island, I can enlist the services of Locator. This setting posts numbers on the island map, designating agent concentrations by area.

For data of a substantive nature, I use the Stats box. This is where I can get the hard numbers that explain just how well my little operation is performing. Entries are broken out in two formats, as a balance sheet or as hard numbers. I found the Scenario Report a bit cruel. Here I am—in the simulation—triggering top-level briefings via fax, yet in the real world I don't even have access to a pay phone.

The faxes serve a further purpose: As dated correspondence, they help keep track of passing game time.



Money: 19559.
Ecology Score: 98%.
World Opinion: 73%.
Industrial Score: 7%.
Population Happiness: 83%.
Development Score: 45%.

Figure 1-10. The Score window keeps tallies for wealth and industrial growth and also measures typically nonquantifiable states of being, such as Population Happiness.

Should I not wish to be interrupted by these reports, I can turn Messages off.

Checking the Toteboard

All things become relative when you're crouched in the jungle, crazed from the searing heat. There are times here in the island bush when a man can believe that the game score DOESN"T REALLY MATTER!

Even so, it can be helpful to check in with the toteboard and get a profile of the island's overall progress. The Score window gauges six factors, all of them expressed in percentiles save for my cash reserves of Ecological Monetary Units, or EMUs. While three of the remaining categories reflect somewhat measurable quantities such as Development, two others are based strictly on perception. The sum of World Opinion, therefore, is represented by a two-digit number, as is the sum of Population Happiness.

Moving Depictions

Each island's economy is studied in considerable detail via the Control Bar's Graph function. It's really a set of 18 graphs, each identified by its own line color. The graphs can all be viewed one at a time or together in any combination. Most appealing is the graphs' ability to keep track of the last 50 days, charting the constant changes in economic conditions. The graphs inventory such topics as resources and production, expressing them in appropriate units of wood, silver, gas, etc. Other measurements study production at different quality levels (for example, cheap consumer goods versus quality manufactured goods).

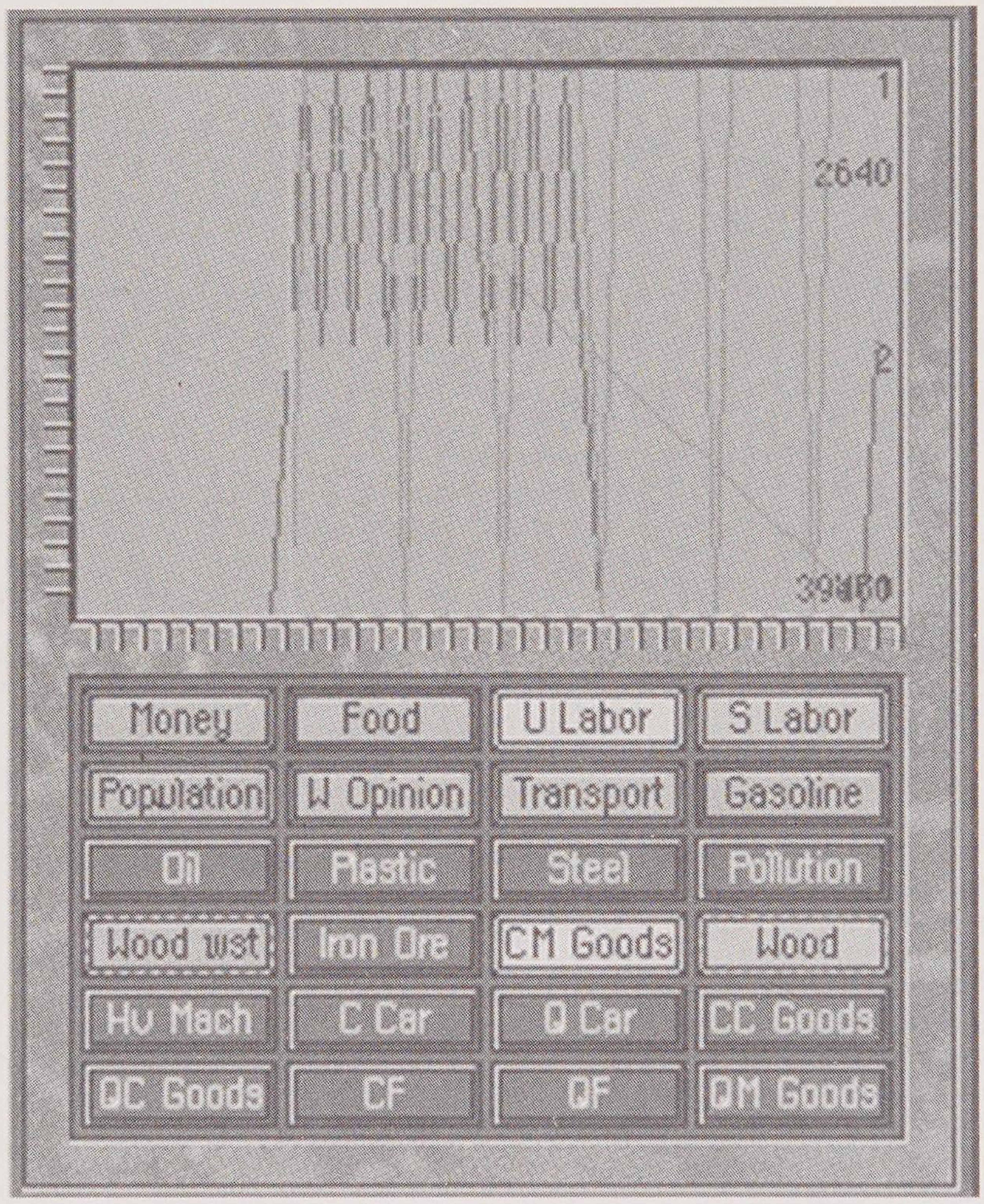

1
2640
2
39480
Money
Food
U Labor
S Labor
Population
W Opinion
Transport
Gasoline
Oil
Plastic
Steel
Pollution
Wood wst
Iron Ore
CM Goods
Wood
Hv Mach
C Car
Q Car
CC Goods
QC Goods
CF
QF
QM Goods

Figure 1-11.
For an active display of an island's progress, check out the Graph function's 24 different measurements.

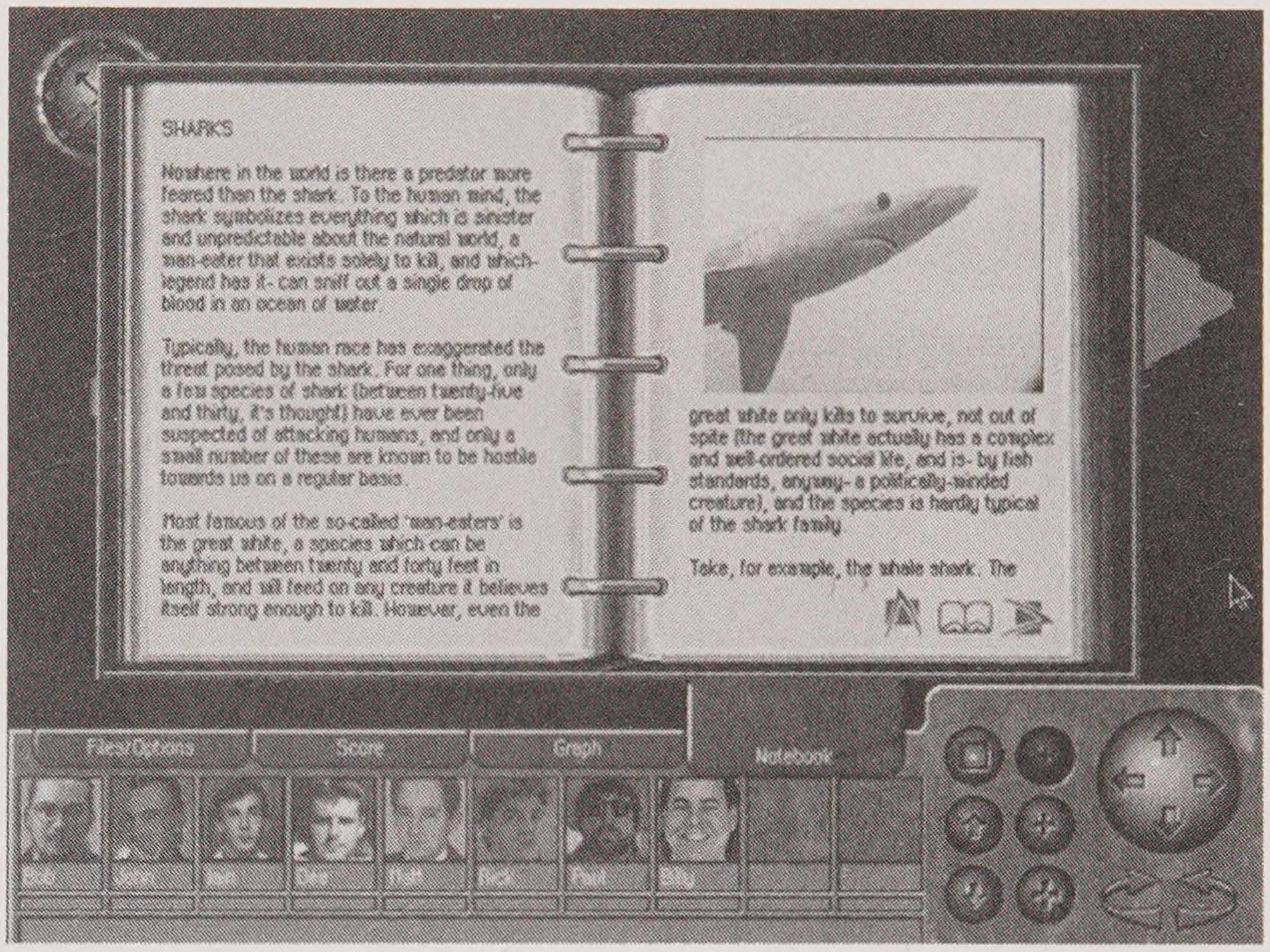
Your Little Black Notebook

One last item is manipulated through the Control Bar—the SimIsle Notebook, the most useful reference tool.

The Notebook is divided into five subjects. By and large, its screens are text warehouses, despite the presence of assorted photos and a video clip or two.

- The first category packages the dossiers of 25 agents, depicted as individual file folders with photos.
- Short ecological reports make up the second category. Although there are a number of updates on pollution and deforestation, most of these are basic nature profiles.
- Alternately, the human animal is studied in detail through the Population section. Mostly concerned with the culture and customs within a given populace, this Notebook area features a really wicked video of a tribal dance.
- The Industries section contains the lowdown on particular industries, such as timber. (Someone really did their homework, amassing plenty of thorough research. For example, "The Medical Conditions at Rural Hospitals" is one topic.)

History and science are added to the mix in the Enterprise Zones section. Here, for instance, a player might find a scientifically grounded analysis of power-generation techniques, then read a neighboring report on aspects of mining.



SHARKS

Nowhere in the world is there a predator more feared than the shark. To the human mind, the shark symbolizes everything which is sinister and unpredictable about the natural world, a man-eater that exists solely to kill, and which- legend has it- can sniff out a single drop of blood in an ocean of water.

Typically, the human race has exaggerated the threat posed by the shark. For one thing, only a few species of shark (between twenty-five and thirty, it's thought) have ever been suspected of attacking humans, and only a small number of these are known to be hostile towards us on a regular basis.

Most famous of the so-called 'man-eaters' is the great white, a species which can be anything between twenty and forty feet in length, and will feed on any creature it believes itself strong enough to kill. However, even the great white only kills to survive, not out of spite (the great white actually has a complex and well-ordered social life, and is- by fish standards, anyway- a politically-minded creature), and the species is hardly typical of the shark family.

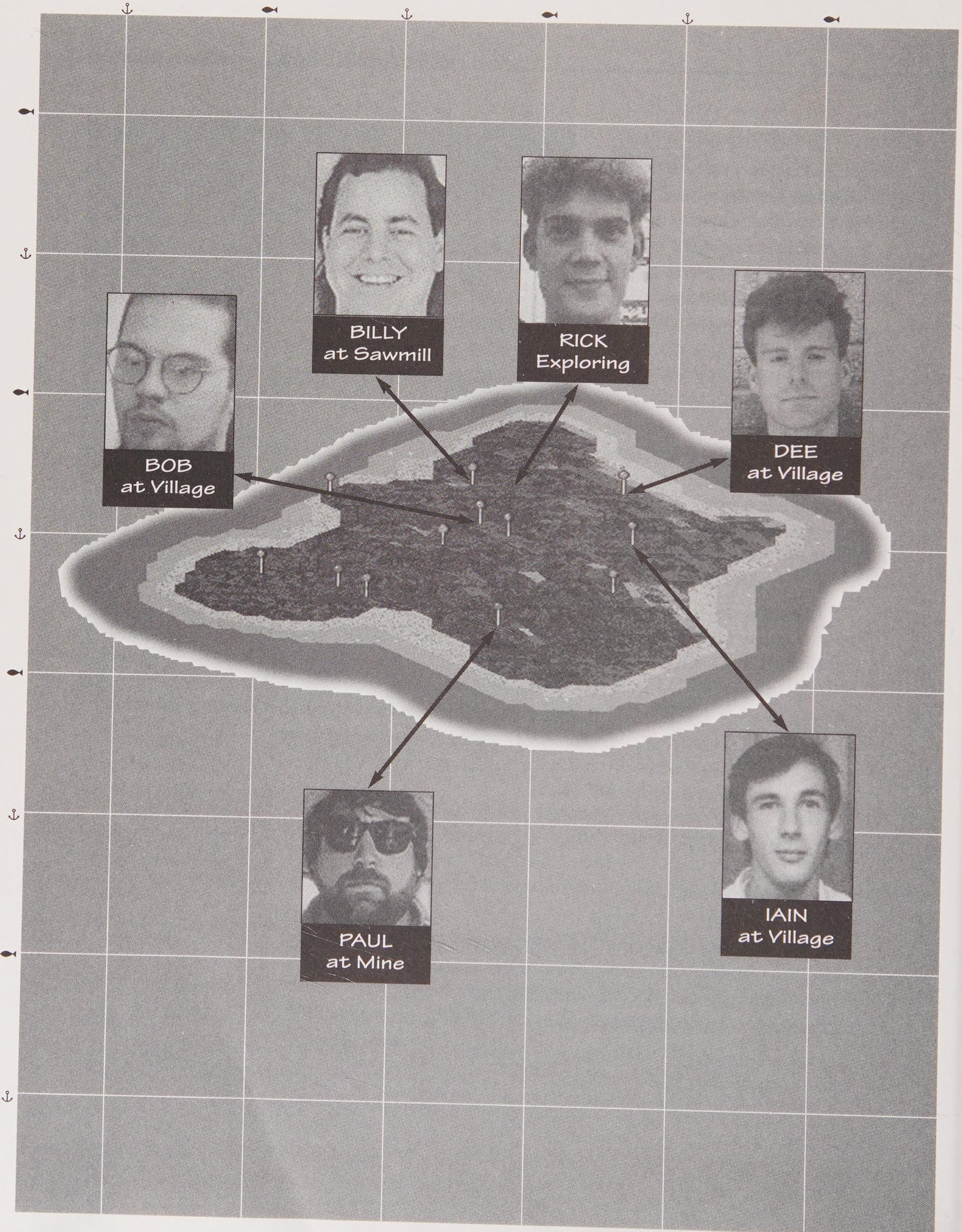
Take, for example, the whale shark. The

Figure 1-12. The Notebook is the repository of practical game information, covering five topics in often exhaustive detail.

Now that I've gotten to know my way around the islands, I can see that there's a lot more going on here than I at first thought. And when it comes to some of those missions that I've peeked at, well, let's just say I'm going to need some serious help.

That's where the agents of SimIsle come in. I'd better spend some QUALITY time getting to know who does what. So, that's my next stop.

But first, I think it's time to grab a few hours of sleep. I don't want to tackle any SimIsle missions unless I'm full of energy. And since the ever-faithful Ricardo has planted himself on the other side of the door, I doubt there's a chance of my getting in a midnight swim.


BILLY at Sawmill
RICK Exploring
BOB at Village
DEE at Village
PAUL at Mine
IAIN at Village

Chapter 2: Personnel Allocation

Now that I've gotten a few of the island functions worked out, it's time to meet the crew of agents who will do my bidding. And speaking of bidding, where's Ricardo with my room-service dinner?

He's a friendly guy—for a guard—but he seems more interested in checking on my progress on SimIsle than he does in helping me do anything else that I might want to do.

I opened the door this morning and said, "How about a swim?" He just smiled and said, "Thank you, sir. But I will swim later today."

"I meant ME!" I said. But he just smiled and pointed to my computer monitor. Oh well, back to the islands.

Learning Your Agents' Secrets

The meter's running from the moment I first step onto a SimIsle island. Each mission's goals are set with a certain time limit in mind, and that means I have little time to waste. I'll need a working knowledge of my personnel so I can deploy agents quickly and efficiently, making sure I'm sending the right agent to do a needed job.

Personnel management is the key to everything transpiring on SimIsle. It makes sense, therefore, to use part of my time during the tutorial mission to get to know which agents do what well. This will help me learn how to translate a scenario's stated objectives into individual calls to action. I've filled up my empty hours here in this windowless room devising a tutorial exercise based on SimIsle's tutorial scenario to illustrate the major activities performed by agents.

(Hey, it was that or count the ceiling tiles in the bathroom.)

Hiring and Firing

The first thing we would normally do, on any island, is locate **Agent Headquarters**, always visible at the beginning of the game as the building whose map pin carries the highest number of agents. Clicking on the Agent Headquarters icon calls up an **Options** screen that lets me know which agents are available for hire and gives me the controls for hiring or firing team members. Of course, that doesn't tell me which agent I SHOULD hire. For that, I need some reference help, and there's plenty available.

The informational mother lode, as far as agents are concerned, is the Notebook, which houses each agent's personal file. This contains everything there is to know about the agents (as a matter of fact, it's probably all that ANYONE knows about them).

However, I find that the Notebook files overload me with information when all I really need to know is an agent's areas of expertise. For this kind of fast reference, I've compiled a list of the agents grouped according to their functions. (See **Divisions of Labor** in the next section.) For our tutorial mission purposes, I'll only be using the agents already supplied for the opening tutorial Game Park Reserve scenario, as shown individually in the agents' photos in the Control Bar.

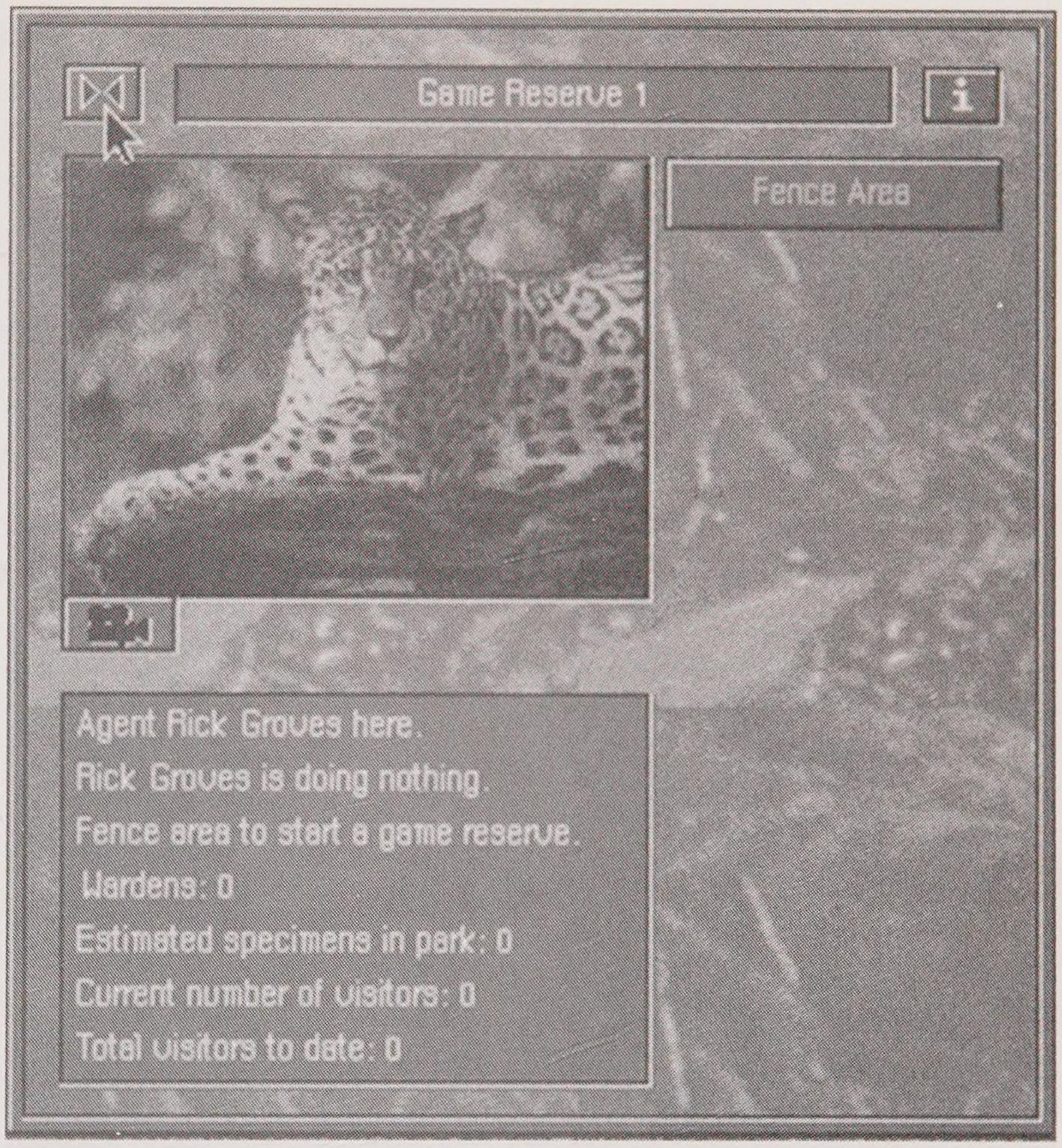
Example 1—Explorer Agents

Explorers make things happen! Before I can go into the rainforest and carve out an empire, an Explorer agent has to travel there first, no doubt with machete firmly in hand.

In fact, it's a SIMISLE rule that no open-jungle construction is allowed until an Explorer makes it to the proposed building site. (A Construction agent can build at an existing site, however.) Exploring is the most specialized skill among my personnel pool—only a few of the 24 agents possess the requisite talents. Let's take a moment to dispatch one of these fool-hardy—er, brave—souls on an exploratory mission into the jungle.

We need look no further for a suitable test than the sim's tutorial scenario itself, which asks us to find an animal thought to be extinct. (Wonders never cease on SimIsle.) From the scenario's mission statement, we can tell we're going to need an Explorer. Anytime the sim directs me to find, or locate, something, there's a good chance it's time to gear up for exploration mode.

By checking our reference materials, we see that team member Rick Groves can boldly go where few others have gone. To send Rick (or any other agent) on his or her way, I click on the agent's picture, to bring up his personal control bar. Choosing **Move** will cause a pair of shuffling shoes to appear. I simply set the cursor at the desired destination, then click again. The agent will jump in his jeep (or boat!) and make haste, as seen in the animation that springs to life in the Control Bar.



Agent Rick Groves here.
Rick Groves is doing nothing.
Fence area to start a game reserve.
Wardens: 0
Estimated specimens in park: 0
Current number of visitors: 0
Total visitors to date: 0

Figure 2-01. Rick Groves is sent on an exploration safari to find a rare species of animal.

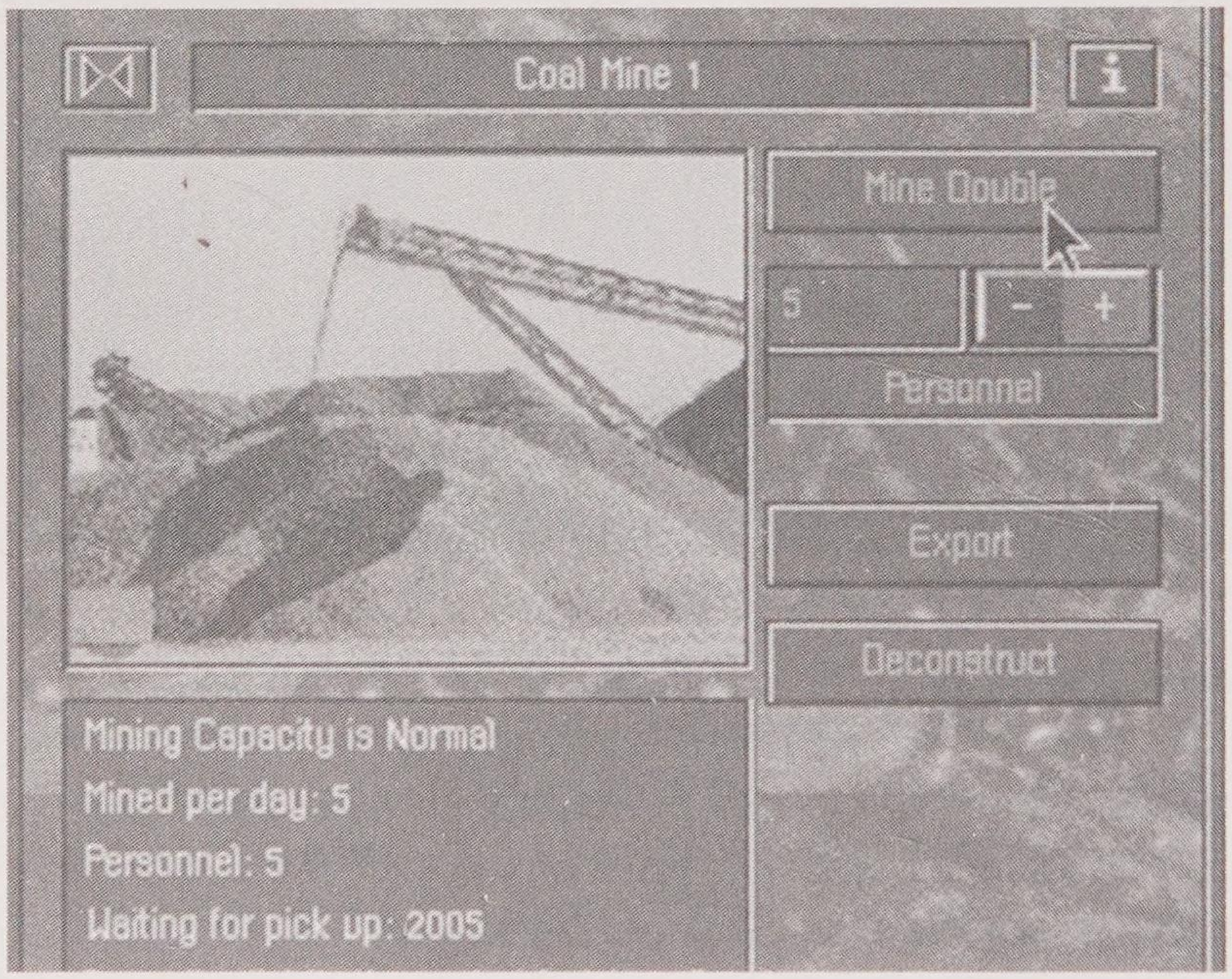
Example 2—Industrial Agents

It looks like I'll be spending a lot of time in SimIsle putting businesses into motion, often building them from the ground up. Although this is the sim's crucial activity, I've also got to pay attention to running businesses, not just starting them.

Usually, this doesn't appear to be terribly involved, especially if it's a simple business to begin with. Nonetheless, it looks like I'll find many occasions requiring me to adjust various production factors of a manufacturing facility. That's when I'll need one of the eight agents versed in the industrial arts.

These are the only agents who can affect:

- How much output a given enterprise generates
- Whether a factory imports its raw materials when they aren't plentiful enough on the island
- Whether a factory's exports should be sold for profit or redirected for use in some other way internally

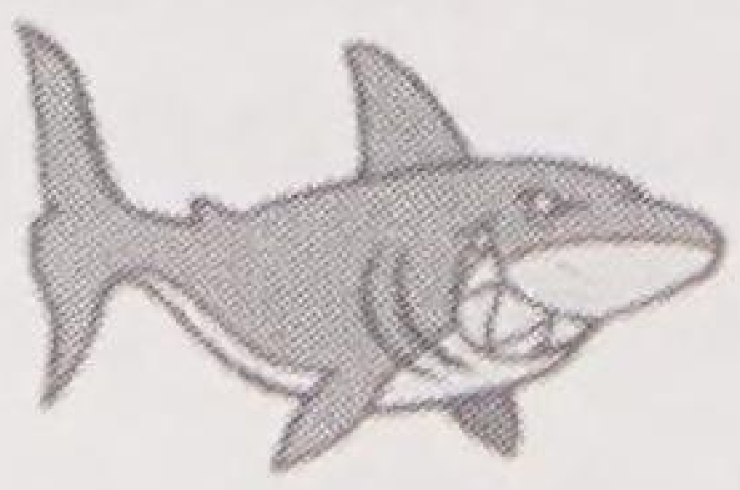


Mining Capacity is Normal
Mined per day: 5
Personnel: 5
Waiting for pick up: 2005

Figure 2-02. We find Paul Smith using his industrial skills to shift iron ore production into overdrive.

Obviously, Industrial agents wield a fair bit of power ... even a character like Paul Smith. Paul, whose private file quotes him as saying that native workers "... should be paid low and made to feel like their salaries are high ..." shines when it comes to speaking the language to which factories respond.

For example, let's return to our tutorial scenario and pretend that one of the local mines isn't producing enough ore to suit our needs. If I click on the mine, a window appears bearing a photograph of the operation, related information, and several option buttons . One option, plainly visible, is to **Mine Double**, which couldn't be stated more clearly.

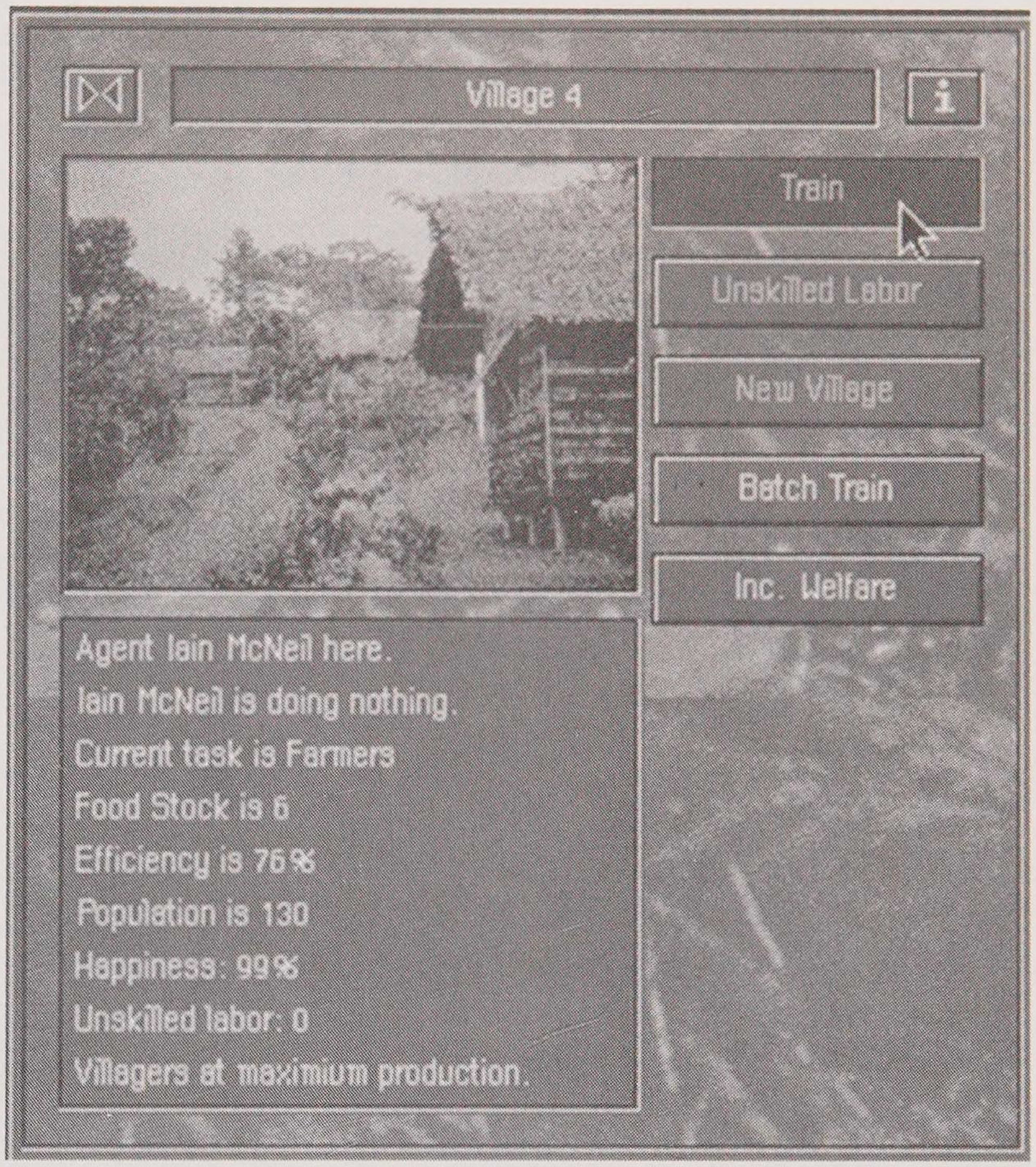


Caution: Just because an option button appears active doesn't mean I can have just any agent use it. I can click buttons to my heart's delight, but, unless the right agent is involved, no result will occur. (See the Divisions of Labor section in Chapter 3.)

Example 3—Trainer Agents

SIMISLE is about interdependence, and nothing underscores that more than reliance on the local workforce. But before they can successfully work for me, native workers must be trained to help themselves.

The evolution goes like this: An agent skilled in Training shows up in a village composed of farmers and/or fishermen. The agent successfully trains the village. This creates some very positive effects, such as increasing efficiency and boosting food production. This, in turn, sets the stage for a population increase. No problem—the village's food needs will be met by the efficient, trained workers. So even with the population growing, there can now be workers trained for whatever labor force I need.



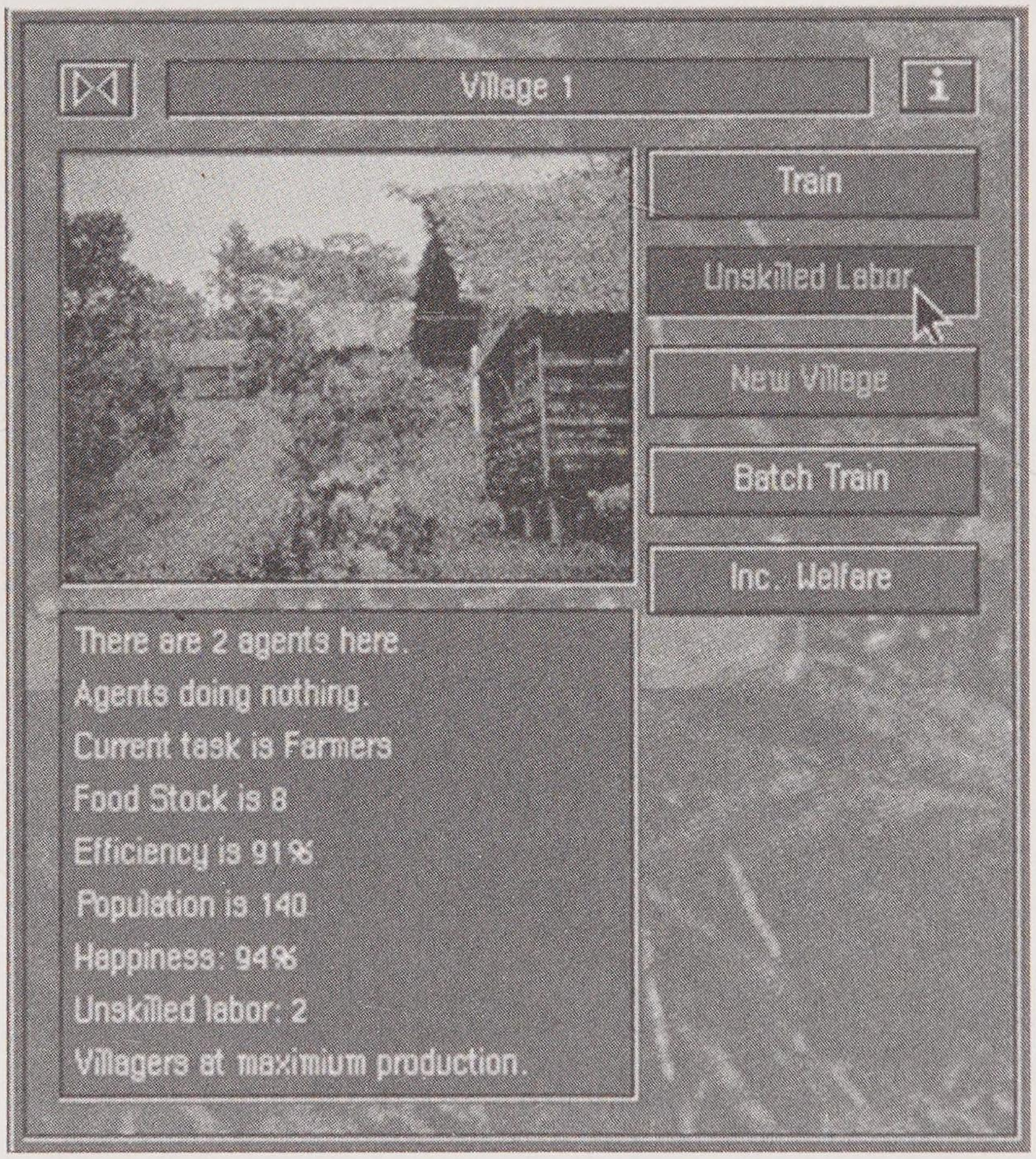
Agent Iain McNeil here.
Iain McNeil is doing nothing.
Current task is Farmers
Food Stock is 6
Efficiency is 76%
Population is 130
Happiness: 99%
Unskilled labor: 0
Villagers at maximium production.

Figure 2-03. Iain McNeil puts villagers through an extensive training program to create an unskilled labor pool.

To see this process in action, I'll send Agent Iain McNeil (Local Ecology, Fauna and Zoology) to an island village. Then I simply press the **Train** button; with each click of this button, Iain will impart a little more of his agricultural and fishing mastery. The result is a noticeable difference in some of the village's displayed statistics; the efficiency factor increases incrementally, as does food production.

Note: There's also an animated change in his agent's picture along the bottom of the Control Bar.

Eventually, with enough clicks on the Train button, a mini-population explosion starts. (The villagers don't live by bread alone, you know.) This will enable the creation of unskilled labor, a resource that's invaluable in building and operating any advanced industry.



There are 2 agents here.
Agents doing nothing.
Current task is Farmers
Food Stock is 8
Efficiency is 91%
Population is 140
Happiness: 94%
Unskilled labor: 2
Villagers at maximum production.

Figure 2-04. Employment expert Dee Jarvis hires local workers.

Example 4—Recruiting Agents

Okay, let's say I have some unskilled labor at my disposal. Although Iain (or some other Training agent) was able to instruct the villagers in becoming more productive farmers and fishermen, he hasn't taught them anything about working in a manufacturing facility.

That's where Dee Jarvis (Negotiation, Employment) comes in. He's one of several agents who specialize in finding suitable workers.

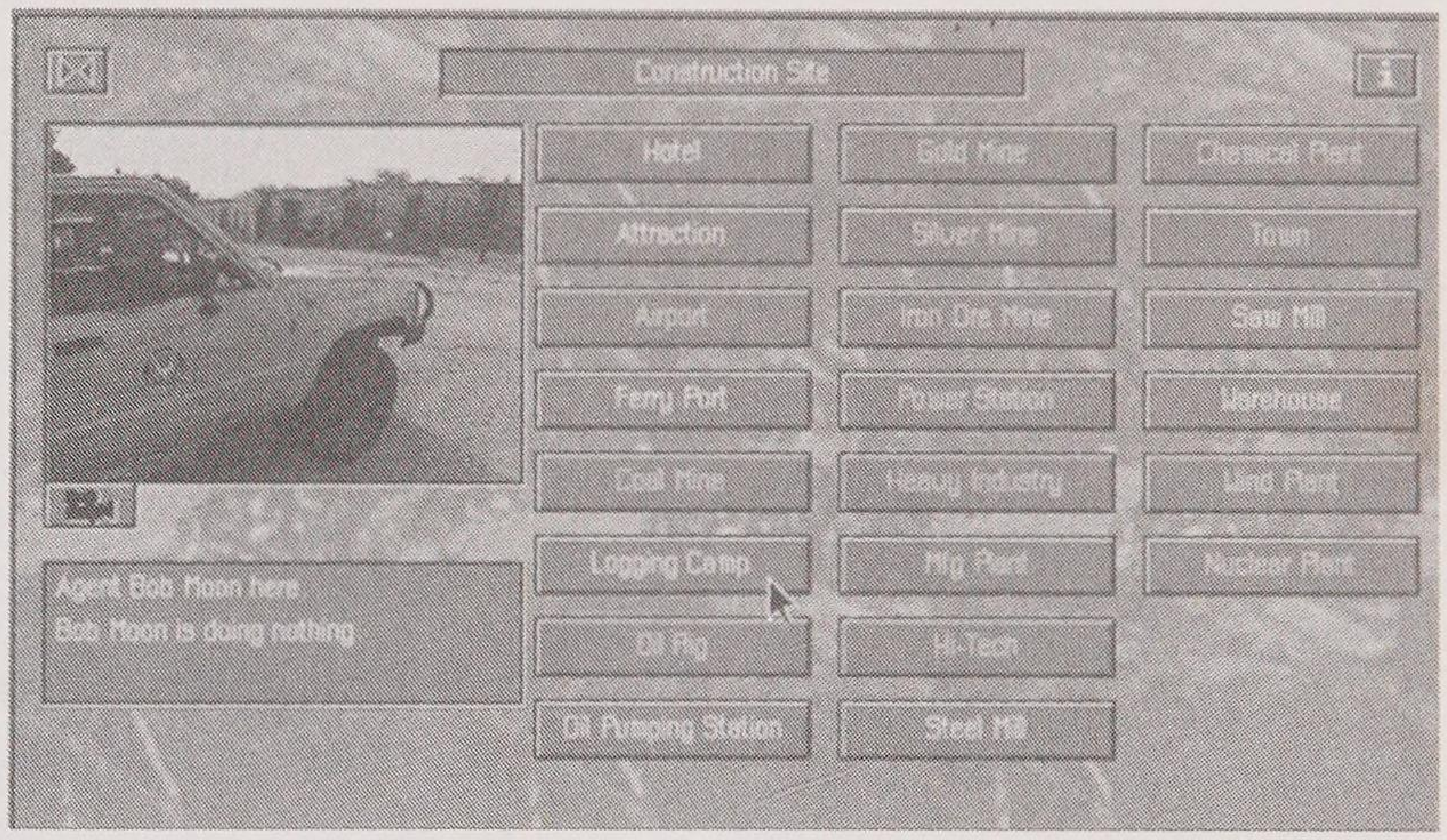
Once the village's efficiency climbs beyond 80 percent and the population goes into overdrive, Dee will be allowed to choose unskilled laborers from the surplus of workers. Again, it's as simple as pressing a button—the **Unskilled button**, to be precise. Each click transforms 10 villagers into two unskilled laborers, operating under the hard-line business assumption that one capable worker is worth five of the regular members of the village.

Note: As with most of the agents' functions, I don't need to worry about exactly HOW he accomplishes what he does. All I need to know is that he gets the job done. I need to keep in

mind, however, that he can't do it alone. Dee's efforts must follow Iain's success in raising the village's ability to work in areas vastly different from their traditional occupations. Even in SIMISLE, it seems, we are mere dwarves standing on the shoulders of the giants who've gone before.

Example 5—Construction Agents

It doesn't matter what kind of labor I'm able to assemble if they don't have a work site to labor at. Some construction requires no additional labor, just more monetary units (EMUs) and building materials. None-the-less, even if I'm building a simple sawmill or oil pumping station, I'm still going to need an agent with construction skills .


Construction Site
i
Hotel
Attraction
Airport
Ferry Port
Coal Mine
Logging Camp
Oil Rig
Oil Pumping Station
Gold Mine
Silver Mine
Iron Ore Mine
Power Station
Heavy Industry
Mfg Plant
Hi-Tech
Steel Mill
Chemical Plant
Town
Saw Mill
Warehouse
Wind Plant
Nuclear Plant

Agent Bob Moon here.
Bob Moon is doing nothing

In our tutorial example, I've chosen Rick (Exploration) and Bob (Industrial, Construction) to construct a logging camp for us near an existing sawmill.

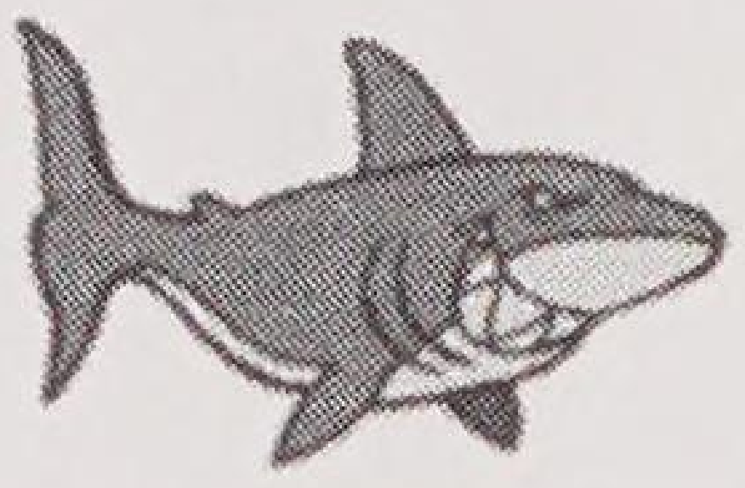
Figure 2-05. Rick explores sites for a logging camp, then calls upon Bob's construction abilities to set up shop.

Tip: Remember to use Explorer agents to open the way for Construction agents in open jungle.

Our first course of action is to find an appropriate area of forest, one producing a sufficiently high amount of growth. I do this by simply placing the cursor on potential sites near the sawmill and clicking the left mouse button. This causes a notation to appear in the bottom of the Control Bar telling me how many trees this immediate area will yield, and whether the logging is Sustainable (friendly to the environment) or Non-Sustainable (and subject to eventual depletion of the tree supply).

By taking the measure of several sites, we should be able to find one meeting our needs. Next, we can dispatch Bob to the site by clicking the Move button and then relocating the shuffling shoes to the area I've chosen for the site. As soon as he's there, we can begin the building process by clicking the **Location** box on Bob's Control Bar. An entire slate of options pops up, showing us all the various actions we could put into play. I choose **Build Logging Camp**, and (provided I have 600 EMUs and five unskilled laborers handy) up the camp goes.

An icon representing the camp will appear on the map. I then position the camp by clicking on the exact location I want. When I have an acceptable site, the camp will be built and will begin operation immediately. At the same time, bulldozers will appear and create roads to connect my logging camp to the nearest sawmill.



Caution: This simple process can become complicated, since my dream location may actually be sitting on uneven terrain or be prohibited by the game for other reasons.

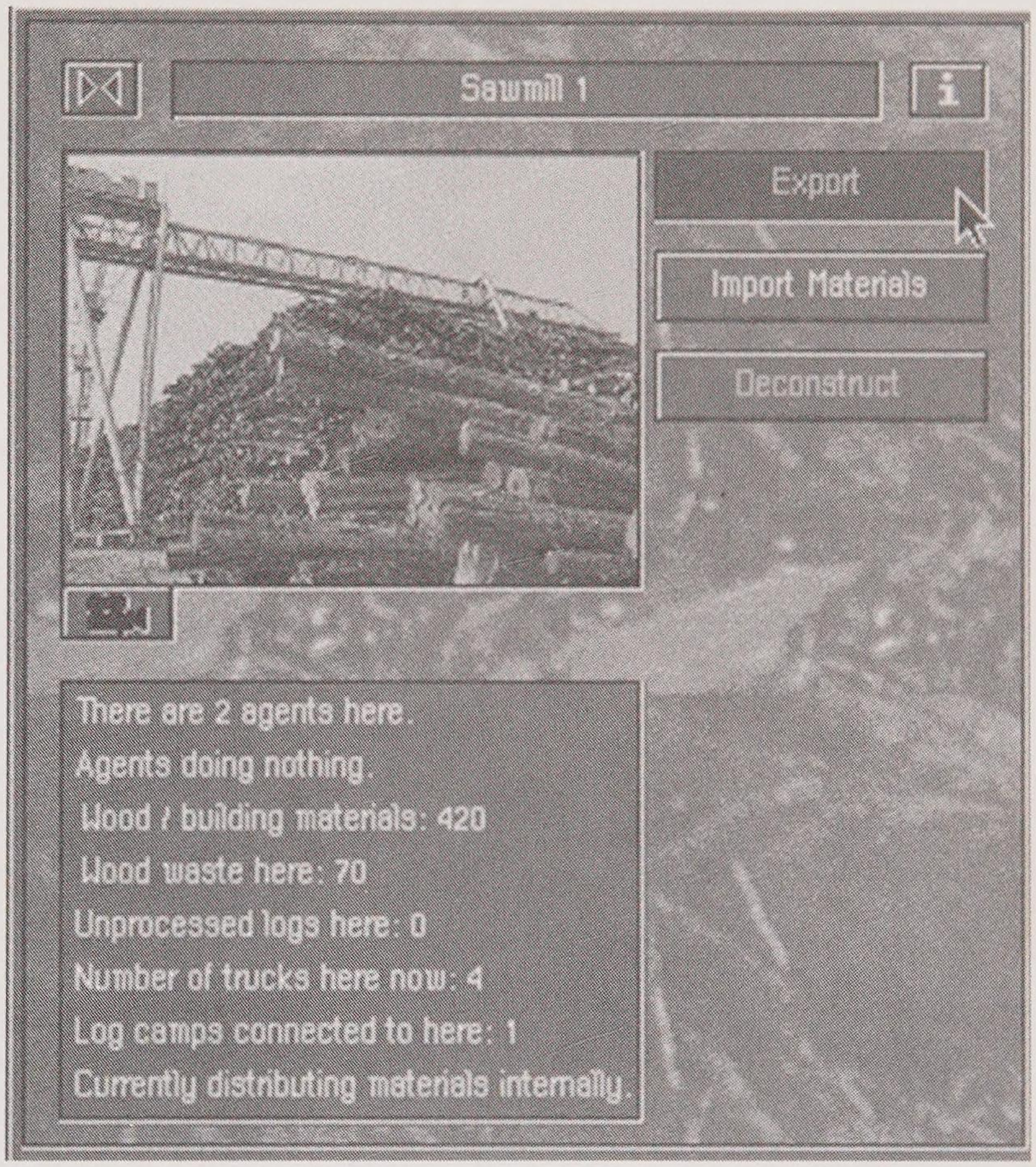
Example 6—Negotiating Agents

While it may be true that everything's negotiable, there are only a few SIMISLE agents who are authorized to perform this activity. Negotiation itself could entail many things, but in SIMISLE it usually refers to money and the agents qualified to cut a deal. Turning once more to my tutorial scenario, we can see that—thanks to Rick and Bob—we now have two logging camps delivering trees to this island's increasingly busy sawmill.

We may, in fact, be producing more wood than the present building needs dictate. If so, it might be time to consider importing some foreign currency to the island by exporting surplus wood. Call in Agent Billy Tell (Negotiation, Local Culture), one of the deal makers. All Billy needs to do is show up at the sawmill and activate the **Export** button. In a flash, my wood is not being used as building materials, and I'm in the export business.

Tip: It's a good idea to make sure that I've used the correct agent for the job. I should hang around briefly and be certain that the Information screen displays new data that reflect the intended changes.

Well, I think I've gotten a good idea of who's who in the SimIsle universe. But before I set out on the missions, I'd better do just a bit more planning and preparation.

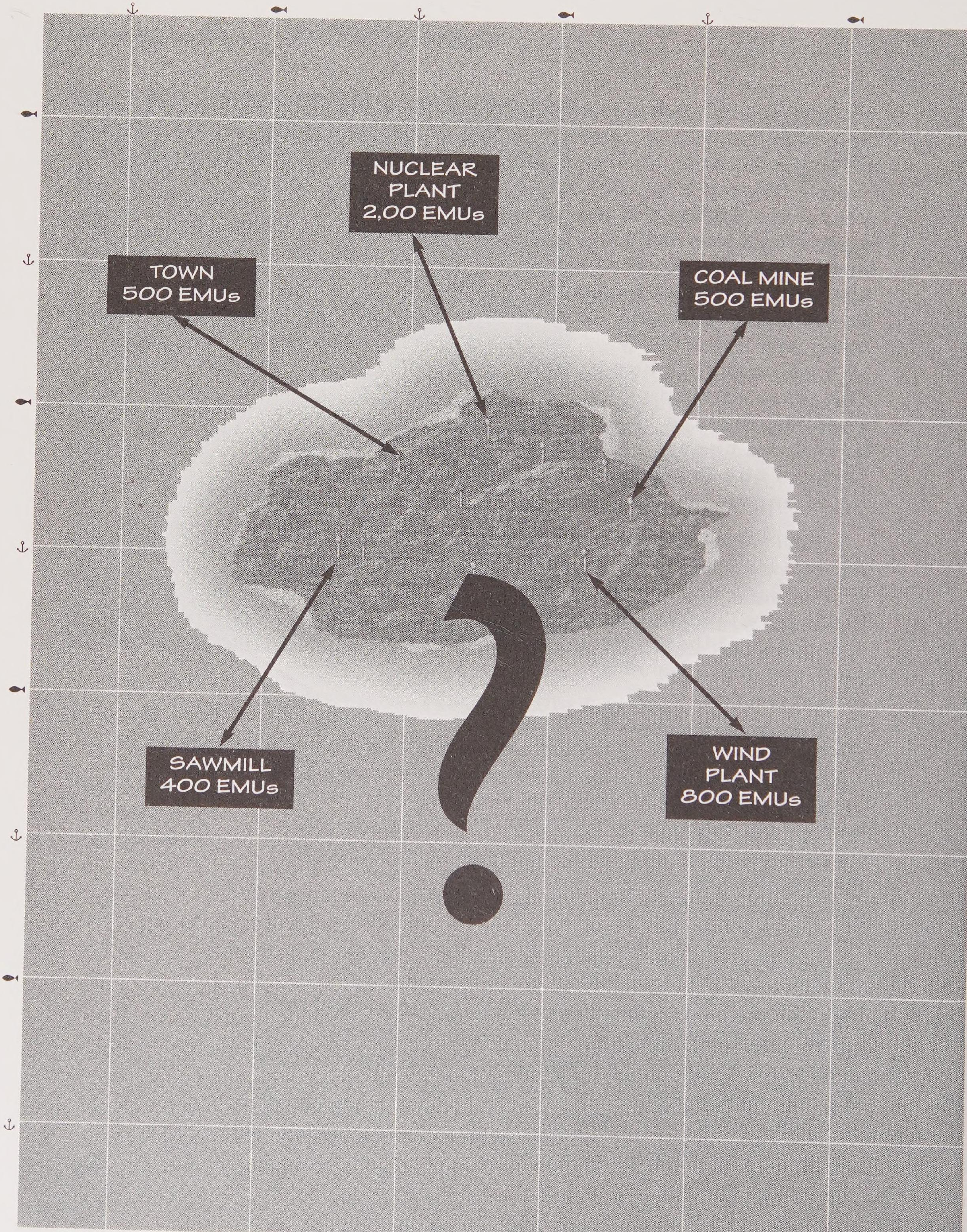


There are 2 agents here.
Agents doing nothing.
Wood / building materials: 420
Wood waste here: 70
Unprocessed logs here: 0
Number of trucks here now: 4
Log camps connected to here: 1
Currently distributing materials internally.

Figure 2-06. Agent Billy Tell performs some negotiation, turning natural resources into profitable exports.

To keep things straight, I'll put together three lists—one for business and industry costs, one for the economic cause-and-effect cycle, and one more to show my agents' division of labor.

But first, I've got to find Ricardo, and find out what HAPPENED TO MY DINNER! Man cannot live by SimIsle alone!


NUCLEAR PLANT 2,00 EMUs
TOWN 500 EMUs
COAL MINE 500 EMUs
SAWMILL 400 EMUs
WIND PLANT 800 EMUs

Chapter 3: Reference Dossier

There's no such thing as a free lunch on SimIsle. In fact, almost NOTHING is free. Whether I'm upgrading a hospital or building a ferry port or drilling for oil, there are EMUs to be considered.

For that reason, it's important that I understand three very important categories of information: how much things cost, what leads to what, and who does what. Or, put another way, I need to know the costs of doing business, how my actions lead to specific reactions, and my agents' divisions of labor.

The Costs of Doing Business

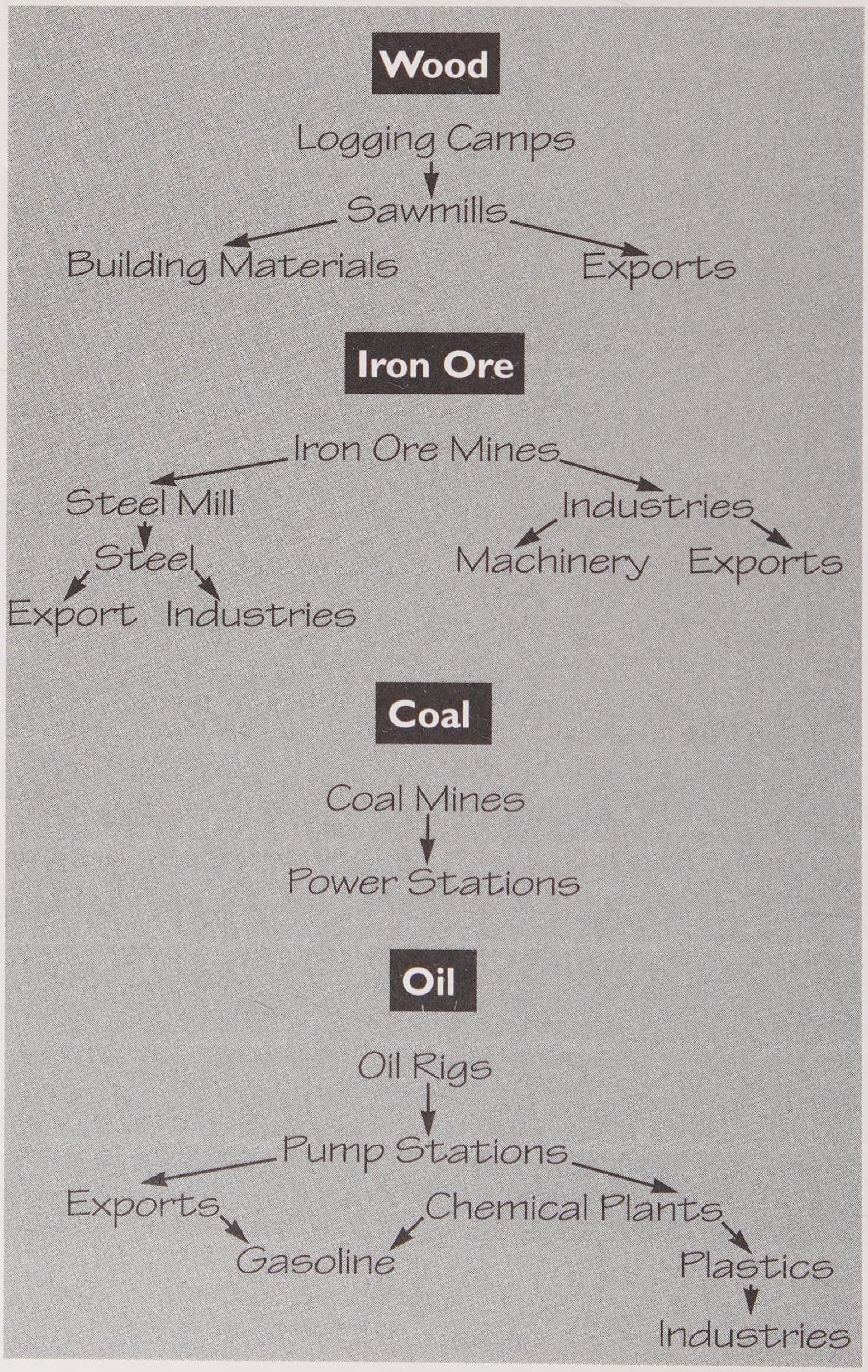
This chart is designed to give me a quick reference on what I'll need to establish various industries and businesses in the SimIsle missions:

Activity	EMUs	Building Materials	Heavy Machinery	Unskilled Labor	Skilled Labor
Airport	1,000	400	0	0	0
Town	500	1000	0	0	0
Church	300	100	0	0	0
Recreation Center	350	50	0	0	0
Hotel	250	150	0	0	0
Hospital	450	100	0	0	0
College	400	100	0	0	0
Hi-Tech	650	0	0	0	4
Sawmill	400	0	0	0	0
Logging Camp	250	0	0	5	0
Ferry Port	500	250	0	0	0
Attraction	200	100	0	0	4

Activity	EMUs	Building Materials	Heavy Machinery	Unskilled Labor	Skilled Labor
Nuclear Plant	2,000	300	50	0	0
Oil Rig	700	350	8	0	4
Power Station	400	250	8	0	0
Chemical Plant	250	150	0	0	5
Manufacturing Plant	400	250	10	0	4
Iron Mine	300	150	5	5	0
Coal Mine	500	150	5	5	0
Gold Mine	300	150	5	5	0
Silver Mine	300	150	5	5	0
Steel Mill	400	250	0	5	0
Heavy Industry	300	300	0	4	0
Warehouse	500	0	0	0	0
Oil Pump Station	150	50	0	0	0
Wind Plant	800	200	10	0	0

And This Begat That...

SimIsle is a series of actions and reactions, all framed within economic parameters. With that in mind, here are some basic causes and effects related to the main industries you'll be establishing.


Wood
Logging Camps
Sawmills
Building Materials
Exports
Iron Ore
Iron Ore Mines
Steel Mill
Steel
Export
Industries
Industries
Machinery
Exports
Coal
Coal Mines
Power Stations
Oil
Oil Rigs
Pump Stations
Exports
Gasoline
Chemical Plants
Plastics
Industries

Divisions of Labor

Your agents are not created equal, at least in terms of what skills they possess. Here's a breakdown of who can do what, by category.

Construction

- Ian Banwell
- Randy Gates
- Molly Heart
- Marty Henson
- Bob Moon
- Mike Rune
- Morven Sloane

Criminal Contacts

- John Balker
- Joan Brett
- Andy Knit

Exploration

- Rick Groves
- Karen Krelin

Fauna & Zoology

- Joan Brett
- Andy Knitt
- Iain McNeil
- Morven Sloane
- Tod Swann

Flora & Forestry

- Nigel Dennis
- Rick Groves
- Doug Hammer
- Sandra Jenkins
- Karen Krelin
- Kevin Ward
- Tod Swann

Industrial

- John Balker
- Neil Crossbow
- Nigel Dennis
- Randy Gates
- Doug Hammer
- Bob Moon
- Paul Smith
- Kein Ward

Local Culture

- Andy Knitt
- Billy Tell

Special

- Captain Sprout

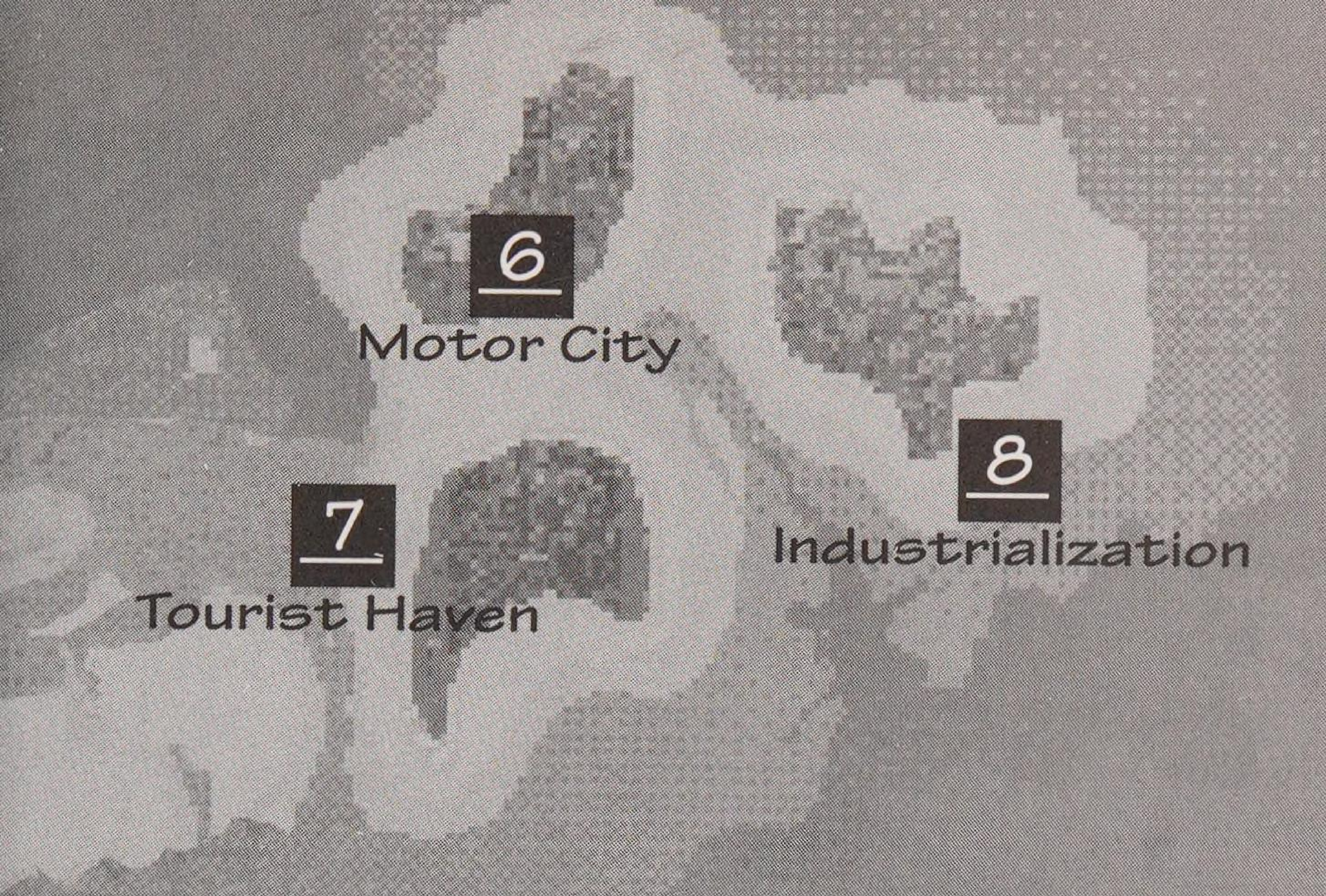
Local Ecology

- Emma Herby
- Iain McNeil
- Matt Stibbe

Negotiation

- Neil Crossbow
- Dee Jarvis
- Mike Rune
- Billy Tell

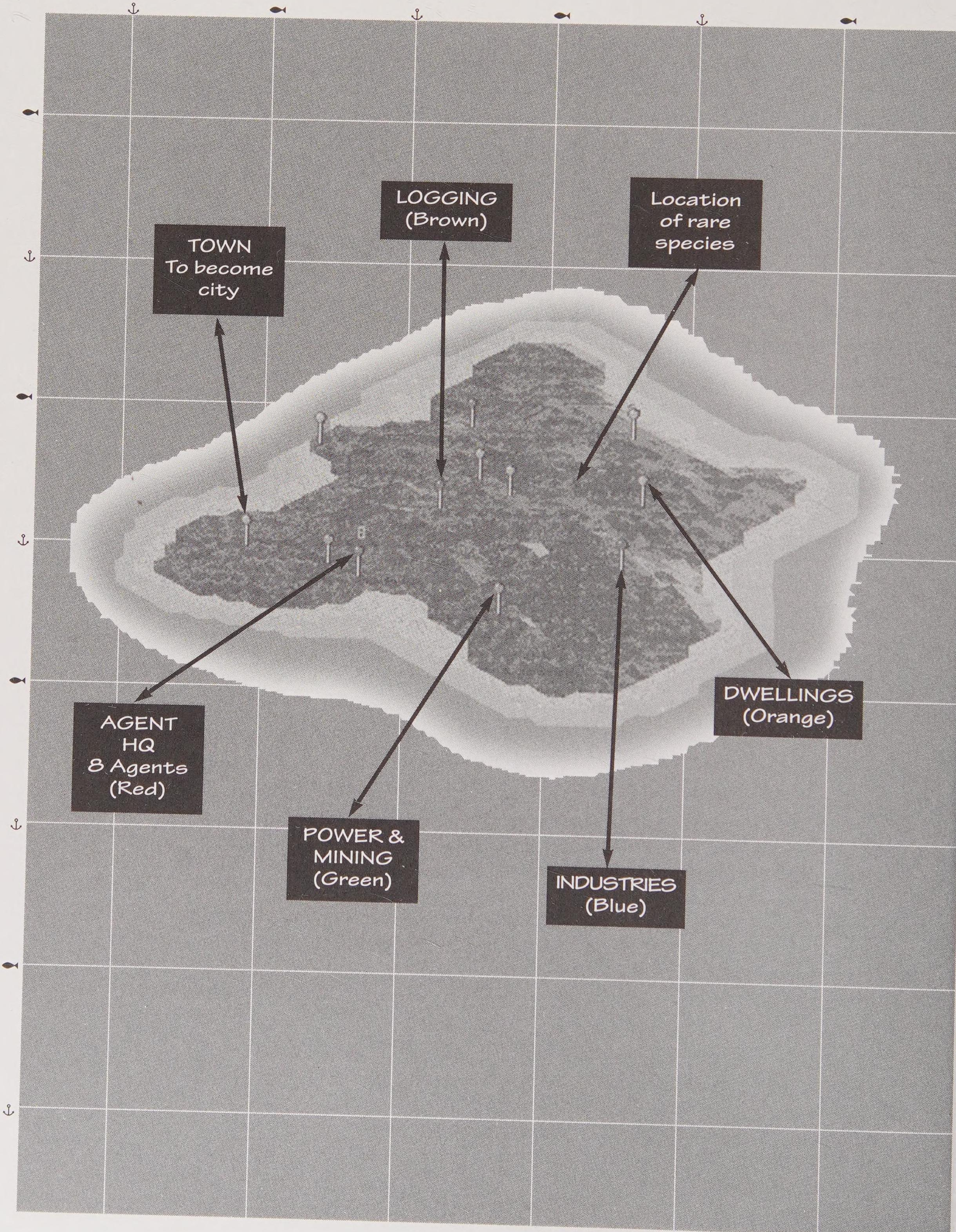
1
Game Park Reserve
2
Buy Out
3
Big Ideas
4
Megatropolis
5
Money Spinner
9
Drug It Up
10
Happy Tourists, Happy Locals
11
Tourism
12
The Development State
13
Ripe for Tourists
14
Deforestation
15
Underdeveloped Villages
16
Mystic Lines
17
City Blues

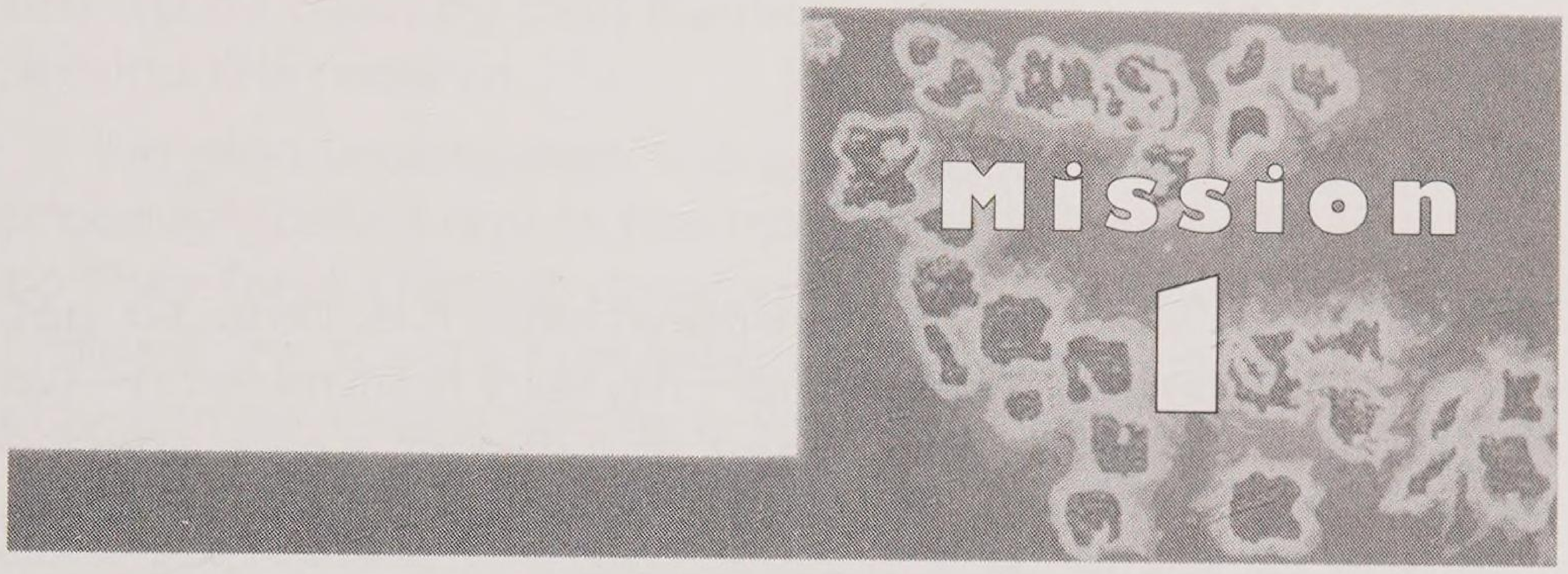

6
Motor City
8
Industrialization
7
Tourist Haven

PART 2

Missions in the Archipelago

19
Up for Sale
18
Bigger & Brighter
23
Land Romp
20
Them Good Ol' Boys
21
Baby Boom
24
Pollution City
22
Goods A Go-Go
25
Island Generator


LOGGING (Brown)
Location of rare species
TOWN To become city
DWELLINGS (Orange)
AGENT HQ 8 Agents (Red)
POWER & MINING (Green)
INDUSTRIES (Blue)



Mission 1

Game Park Reserve: Getting Your Boots Wet

Mission Briefing

This is the tutorial island. Here, your mission is to discover a rare (perhaps near-extinct) species, and ensure its survival. You must then export more than 100 species of the breed to zoos and wildlife reserves across the world. You also must attract 250 tourists to your island.

Enough with all the preparations. It's time to get down to business. In this—my very first mission—I've been asked to find, breed, and export a rare species of animal. While that may sound quite simple, it's really going to take quite a bit of work to complete.

Fortunately, my SimIsle watchdogs have provided me with this lovely manual to figure out a few things before I get too deep into the bush.

After glancing through the manual, I can see that there's a step-by-step walkthrough of sorts for this first mission. While the sportsman in me was itching to toss the manual aside and plunge forward on my own, the realist in me just smirked and whispered—"Better read the manual, Tarzan."

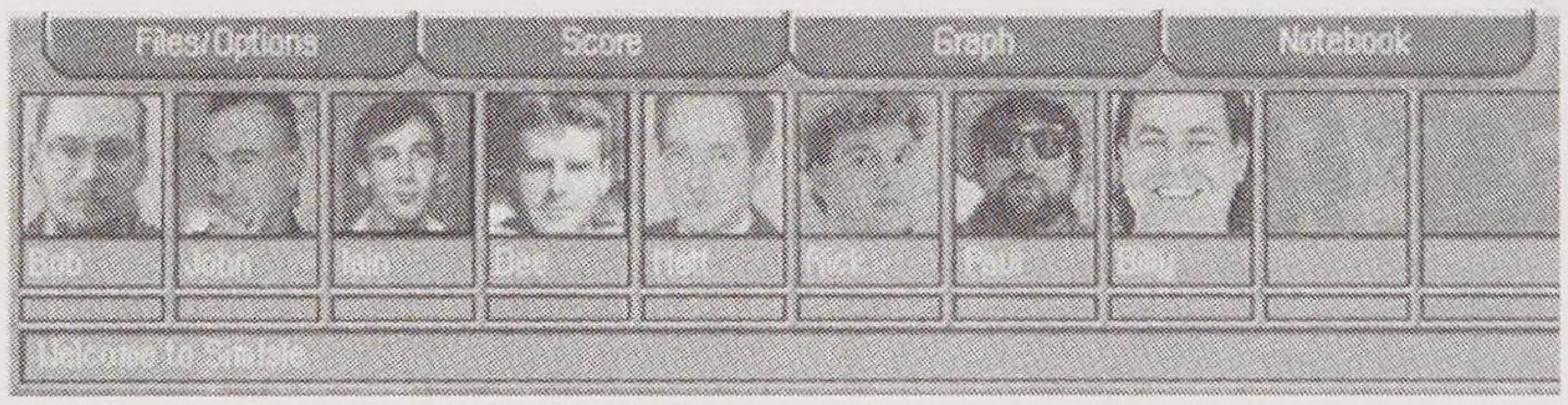


Figure 1-01. Learning the abilities of my agents is the first order of the day.

I decided that since I'm blindly walking into these rainforest scenarios for the first time, a little direction can't be all bad. So, while I'm working to successfully complete my first mission, my main objective is to learn the ins and outs of these delicately balanced isles and gain experience that will enable me to tackle the other 24 far-flung islands that lie ahead.

By following the tutorial set forth in the manual, I've gone through the process of moving Rick (Exploration, Flora & Forestry) into the wilderness where he found the rare species and established an unfenced game park reserve. To speed up the growth of the species on my island, I've got to have an agent construct a fence around the reserve and wardens must be hired to fight off poachers. Iain (Local Ecology) and Dee (Employment) work together to produce and recruit six unskilled laborers from a village. These laborers will be used by Bob (Construction) to build the fence around the reserve.

I've also undertaken the somewhat more complicated process spelled out in the manual of bringing skilled labor to the island. Through development of the town's facilities, I raised the town's population to city status. And with a city comes skilled laborers who can fill the warden positions at the game park reserve. Now, with a fence and wardens protecting the rare species, the number of animals can grow to a point where they can begin to be exported.

Figure 1-02. Sending Rick to the north central open area of the island results in this beauty.

The guidelines also carried me through the steps required to set up a small tourist industry—a skill that will undoubtedly be required in later missions. In fact, I have a feeling that every action I've been required to perform in this mission will be called upon again and again in the isles that await me. I'm slowly learning that there are certain basic events and procedures that go hand in hand with life in the archipelago, and the sooner I learn them the better off I'll be.

Now let's get REALLY muddy and push on to the first genuine mission.

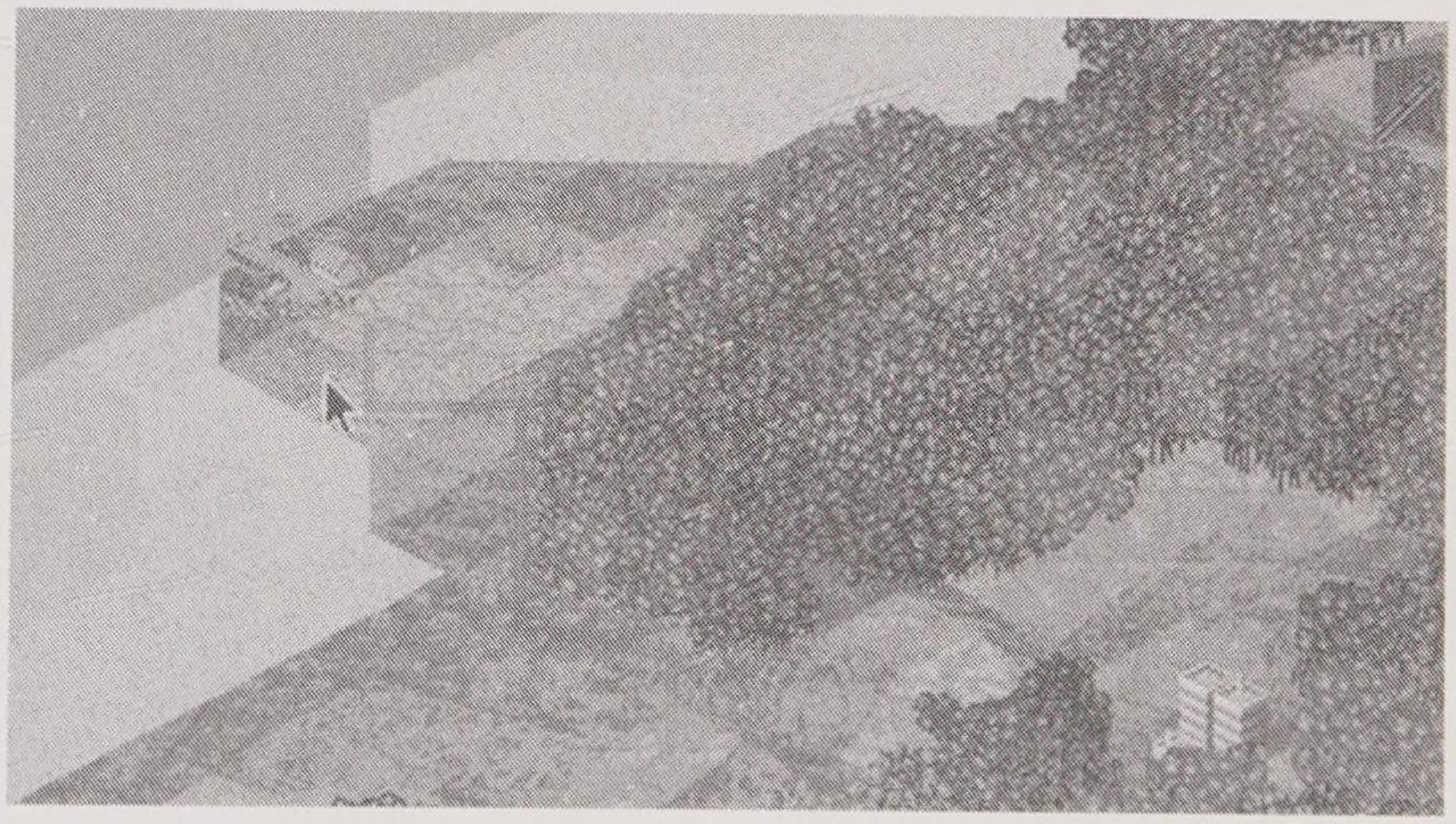
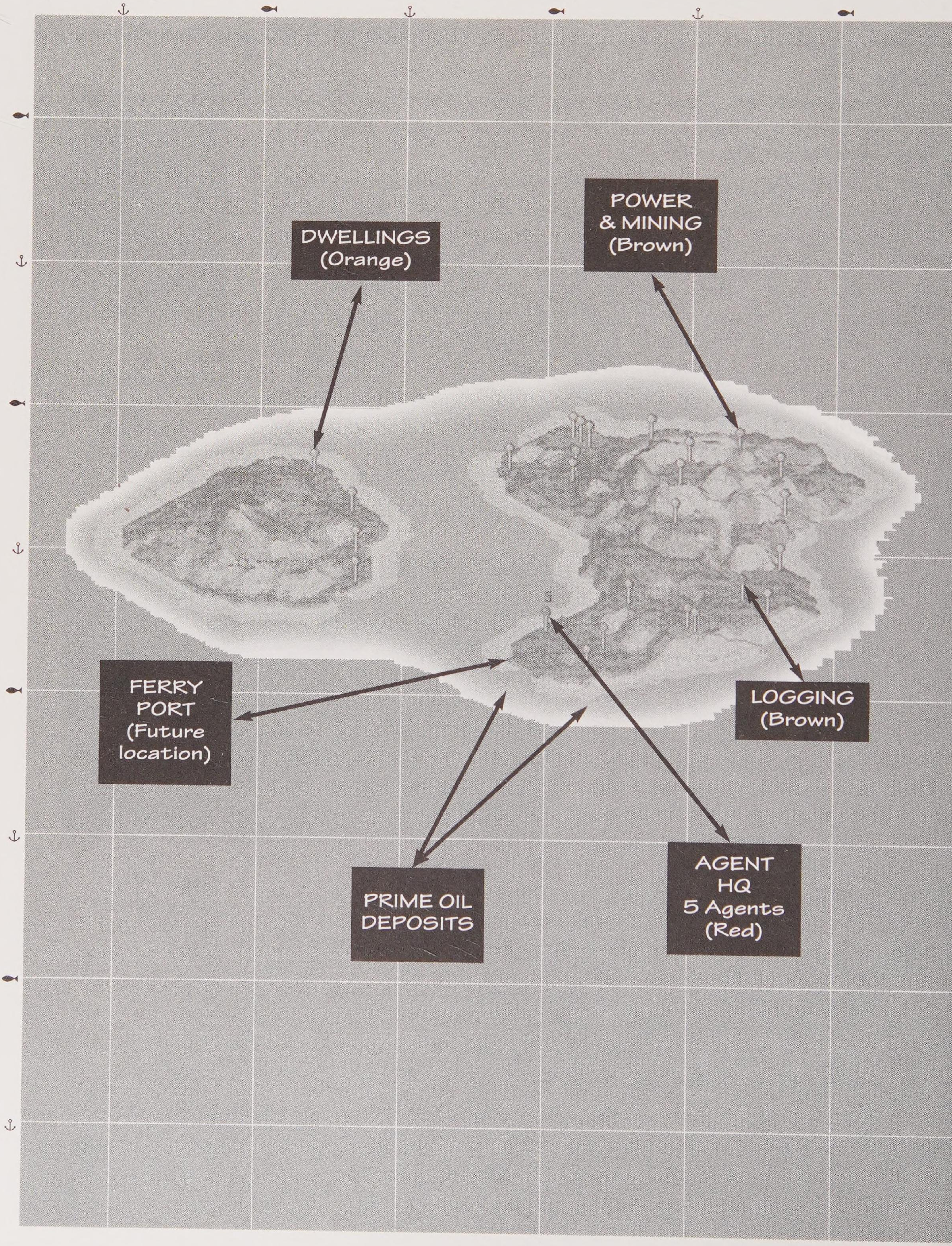
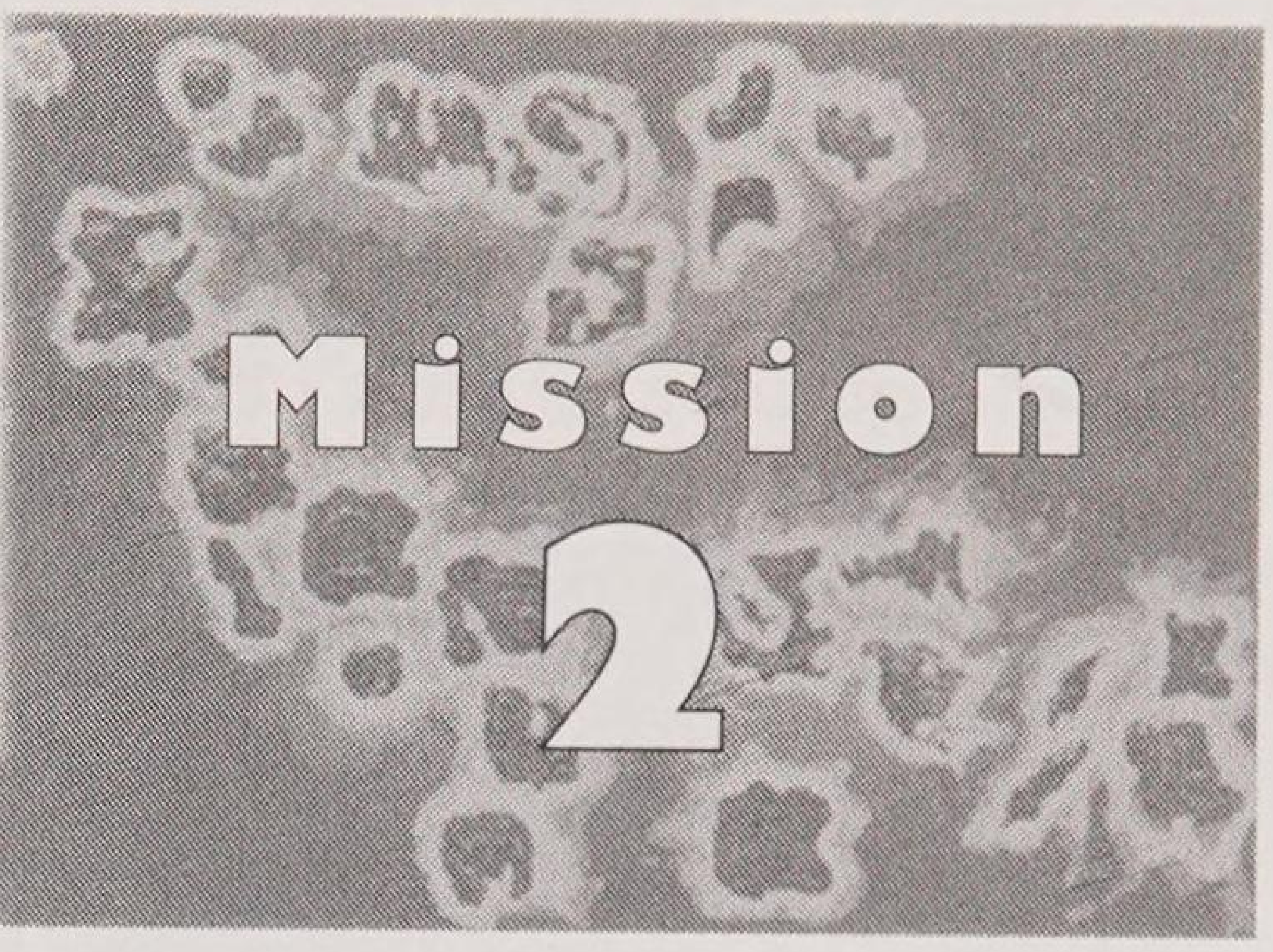


Figure 1-03. A likely spot for a ferry port!


POWER
& MINING
(Brown)
DWELLINGS
(Orange)
5
FERRY
PORT
(Future
location)
LOGGING
(Brown)
PRIME OIL
DEPOSITS
AGENT
HQ
5 Agents
(Red)



Mission 2

Buy Out: The Art of the Deal

Mission Briefing

Rumor has it that a multimillionaire wants to buy this island and turn the whole place into a gigantic golf course. To beat his bid and fend him off, you have to generate 80,000 EMUs in eight years.

So, Mr. Moneybucks wants to buy out my island, huh? Well, we'll see about that. Because I need to make a quick 80,000 EMUs to fight off this guy's bid, it's time to look for the most valuable resources I have at my disposal. Sure, I may have to tear up my own island a bit to beat this guy, but at least it will still be my island.

In fact, my property is actually a pair of islands, but a quick assessment tells me that I won't need to bother with the smaller island to the north. I should be able to generate my 80,000 EMUs solely from the larger island.

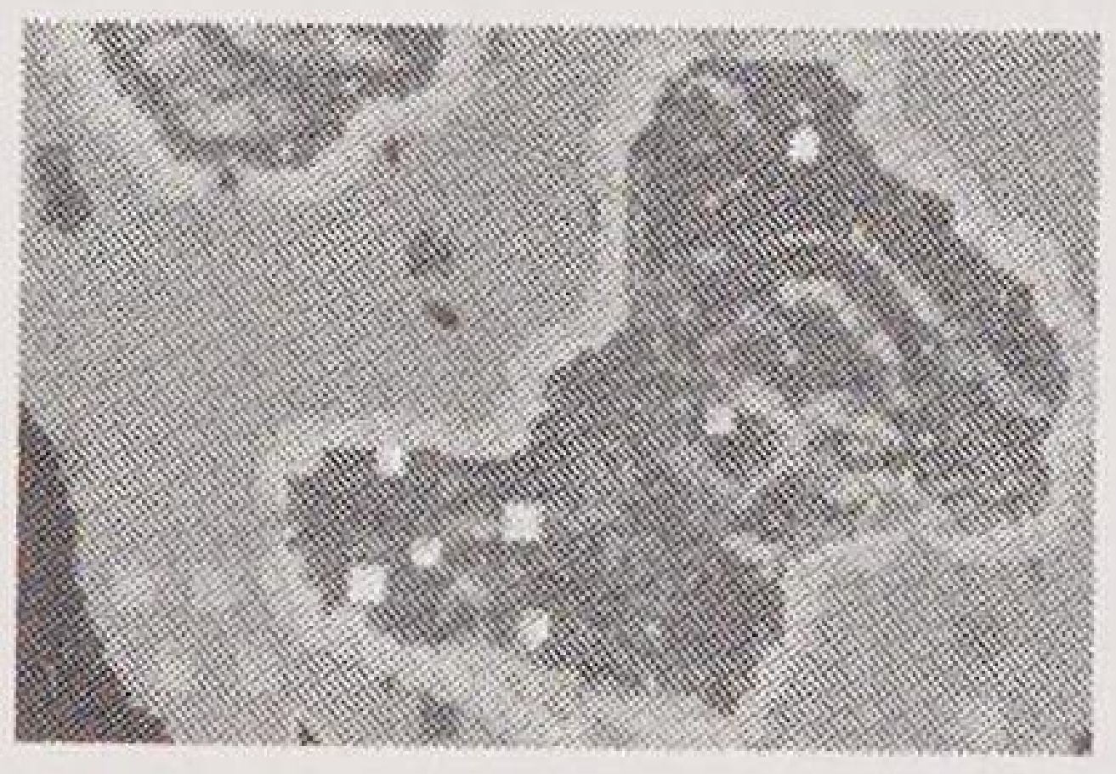


Figure 2-01. The 2-D map shows two oil-rich areas conveniently located close to the oil pumping station.

While searching for resources on the 2-D map, I find that oil—a lucrative export product—is my most profitable and plentiful resource. It almost appears as if the island were handcrafted for oil production, with two rich pockets of the black gold located just off the western tip of the larger island. This western tip also provides the perfect landscape—deep water in contact with the shoreline for an oil-pumping station.

Before I begin drilling, however, I must prepare for the coming flood of oil by sending Agent Ian Banwell (Employment, Construction) to the western coast of the larger island to construct an oil pumping station. I've decided to build the station at the southernmost edge of the brief intersection of deep water and shoreline to have room later to add a ferry port next to the oil pumping station. Now it's time to move our operations offshore.

Conveniently, from the start I'm provided with 13 units of heavy machinery and a moderate amount of skilled labor—six workers. Because an oil rig requires eight heavy machinery units and four skilled laborers, I can really get the ball rolling by constructing two oil rigs. I order Ian and Randy (Industrial, Construction) to build one rig each—one over each of the oil-rich areas I noted on the 2-D map.

TIP: You can send agents to begin activities while still using the 2-D map by clicking on the agent's Move button and then clicking on the area where the agent is to go. Clicking on the outline of the site location (i.e., a village, coal mine, etc.) will bring up the site window.

With construction finished, Randy, who remains at the rig he constructed, switches the rig to Drill Double and then moves to the other rig to do the same. I could just sit back, watch the money roll in, and hope I make the deadline, but I've never been a big fan of golf and I'm not about to let this millionaire turn my beautiful piece of the rainforest into a duffer's paradise.

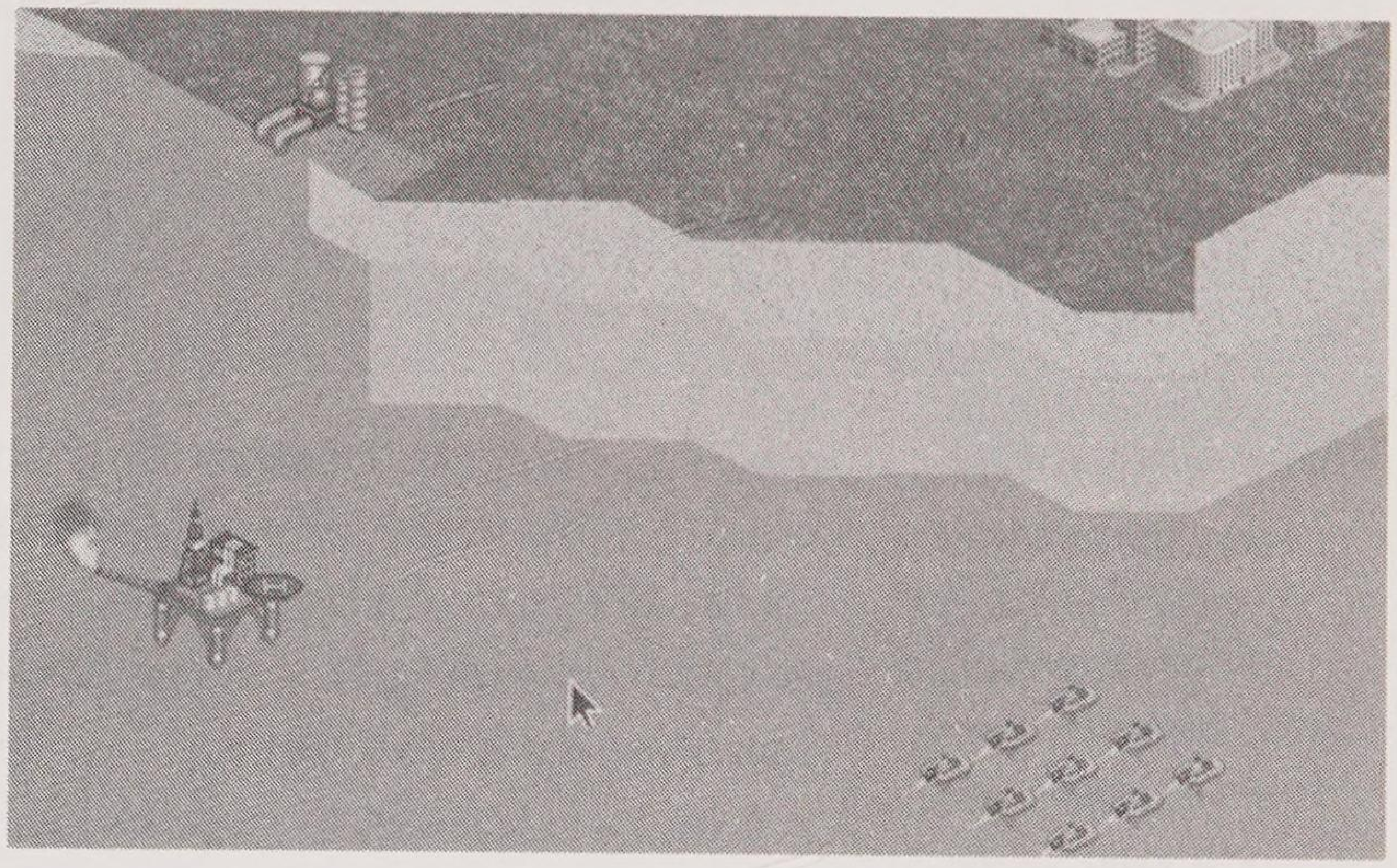


Figure 2-02. With one oil rig in place, another under construction, and an oil pumping station in use, I've provided the island with a very solid source of income.

TIP: While it increases pollution, the Drill Double option more importantly boosts oil revenue.

I inherited two coal mines when I started this mission, and because I'm not overly concerned with pollution or population happiness, I begin to use these coal mines to help reach my objective. Paul (Employment, Industrial) has probably had his fill of doughnuts back at Agent Headquarters by now, so I send him to the coal mines in the mountainous eastern reaches of the larger island. At each mine I increase production from Normal Mining to Double Mining and export the results.

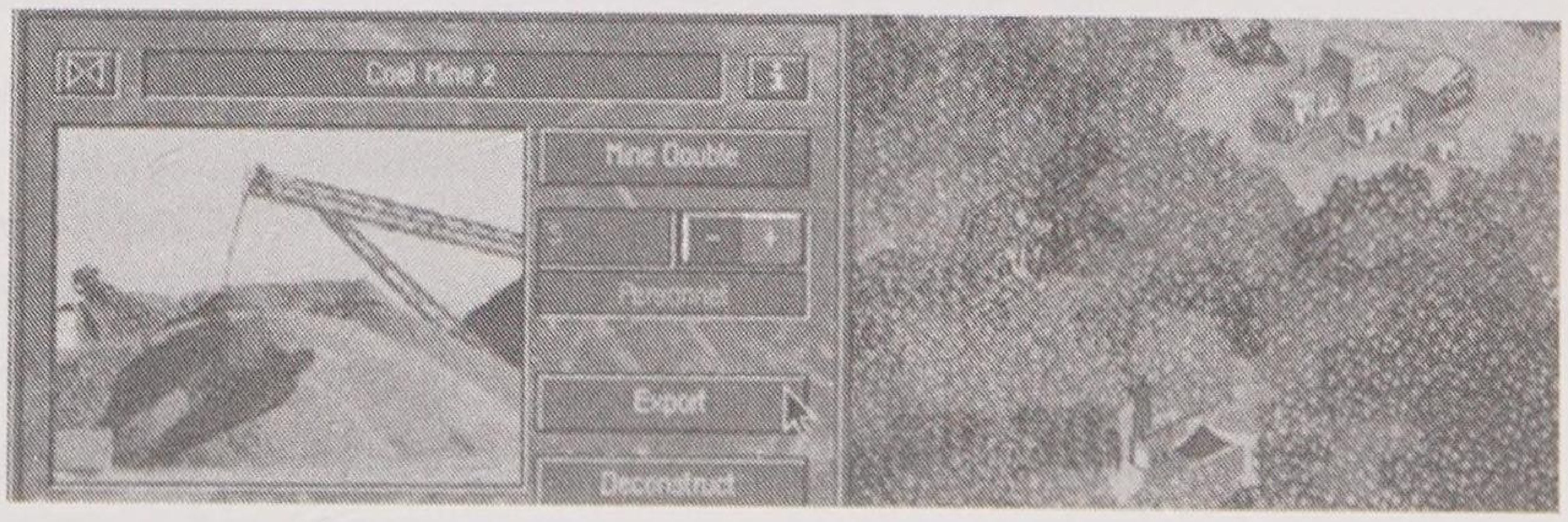


Figure 2-03. Coal is another natural resource that can be exported for cash.

Note: Of course, by exporting all the island's natural fuel, I have no means for generating electricity. Hopefully, after about a month without this modern convenience, the city slickers won't even miss it.

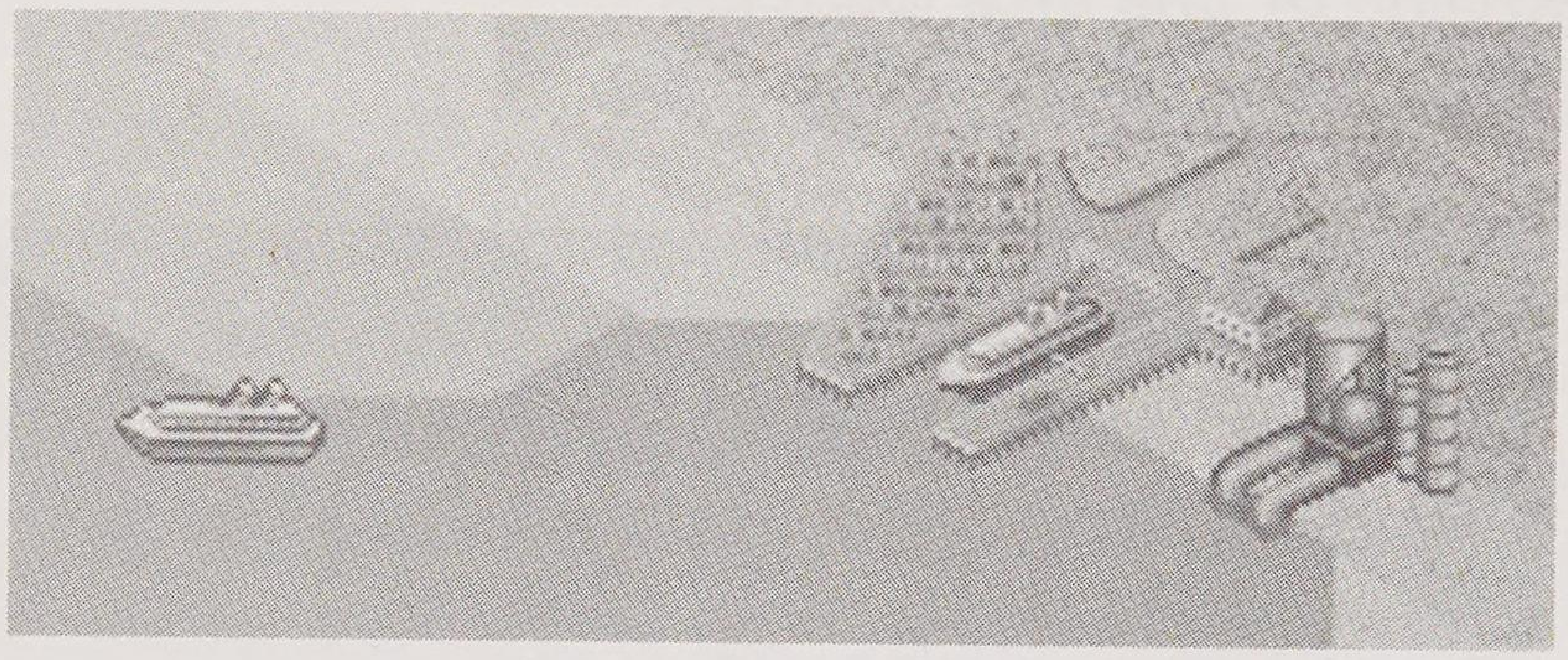


Figure 2-04. Ferry ports enable tourists—and their disposable incomes—to reach the island.

Now it's time for Agent Ian or Agent Randy to build that ferry port. As long as I leave enough room next to the oil pumping station, I can give tourists a gateway to my island. (Just between you and me, it's not really the tourists I want to bring to my island—it's their money.) While the ocean liners search the far reaches of the planet for tourists to visit my island, I start replacing some of the building materials I've used in construction so far.

I find an area in the south-central portion of the island with fairly rich patches of trees. I move Ian to a clearing in this area to construct a sawmill, followed by a couple of logging camps over some of the more tree-dense squares. Once again, Paul is my man. When he arrives at the sawmill, I give the order to distribute the logs internally.

Figure 2-05. Two logging camps and a sawmill provide the island with a steady stream of building materials.

TIP: It will take a while for a decent amount of materials to accumulate, so I go ahead and import a few hundred logs. This gives me a jump start on the accommodations I need for the tourists who will arrive on my isle soon.

I move Ian back to the western coast, where he builds a couple of tourist accommodations next to the beach. The bonus to building hotels next to the beach is that you get an adjoining beach-resort tourist attraction at no extra cost. The key to the hotels is to keep expanding them as much as demand warrants and as building materials allow.

NOTE: Keep checking the ferry port for number of arrivals without rooms.

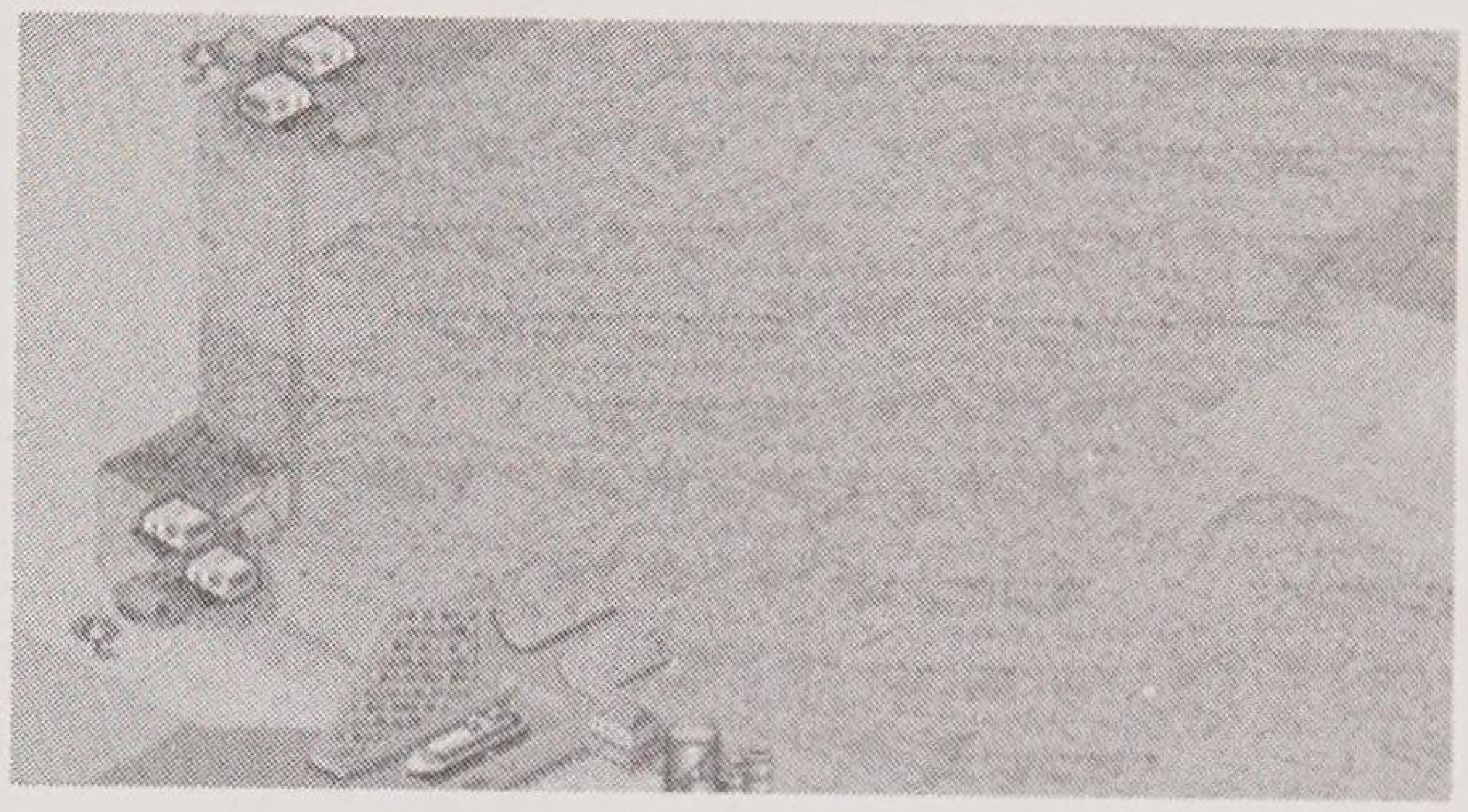


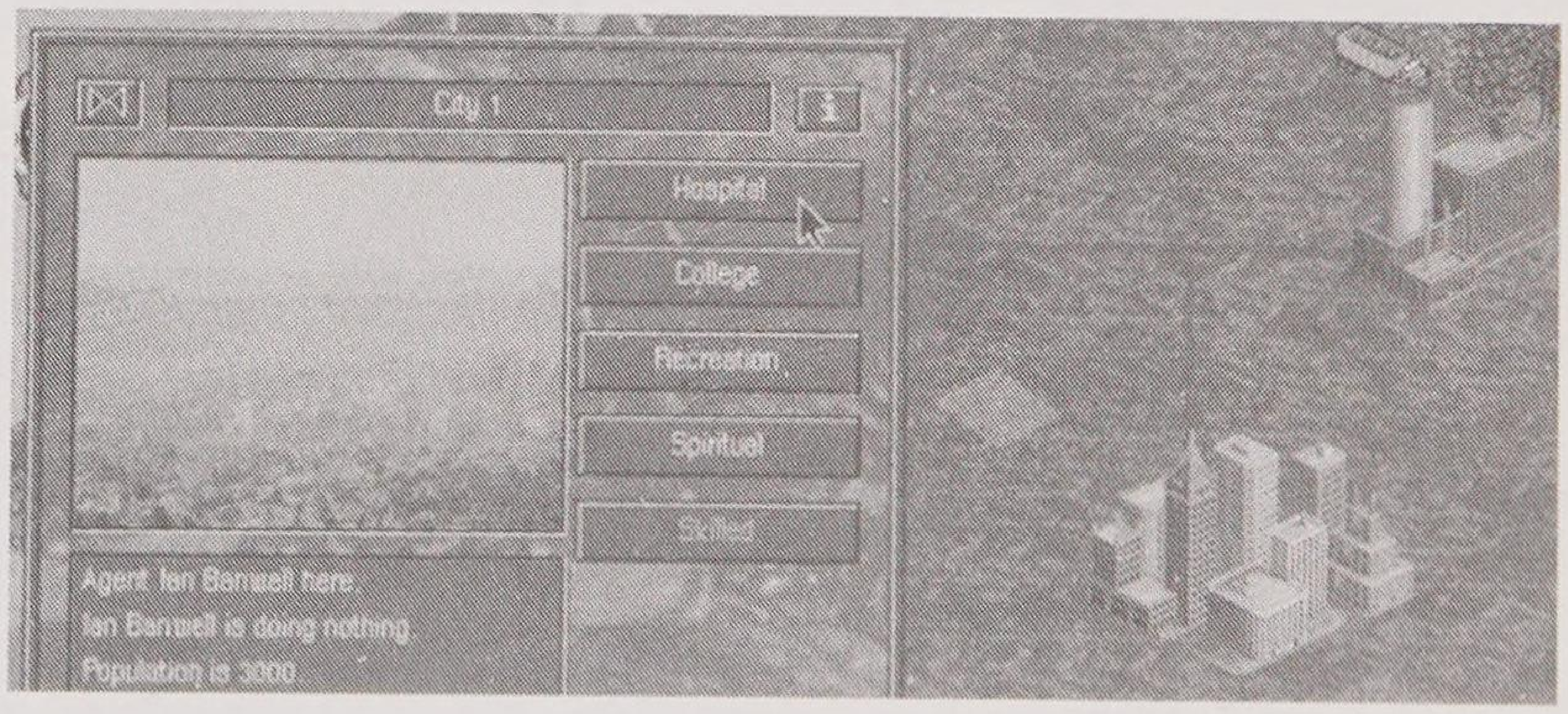
Figure 2-06. Tourist accommodations, once expanded, grow to motels and hotels.

Meanwhile, when I checked my budget (Stats box), I noticed the cities are depleting my income. By sending Ian to build hospitals and recreation facilities at city #1 and city #2, I should be able to defray those losses, and perhaps even end up with a profit in the city column.

Tourist Accommodation

Figure 2-07. Accommodation improvements draw new tourists—or finicky ones who may not have stayed there otherwise.

Now back to the accommodations. Because I diverted my attention to the cities for a bit, there may be either some vacancies or a few extra tourists looking for a room by now. I hire Billy Tell (Local Culture) to improve the quality of the accommodations if there are vacancies, or I have Ian expand them if there is still demand. Currently, tourist accommodation 1 has a total of 35 rooms and a quality rating of 3, while tourist accommodation 2 has 49 rooms and a quality rating of 5.

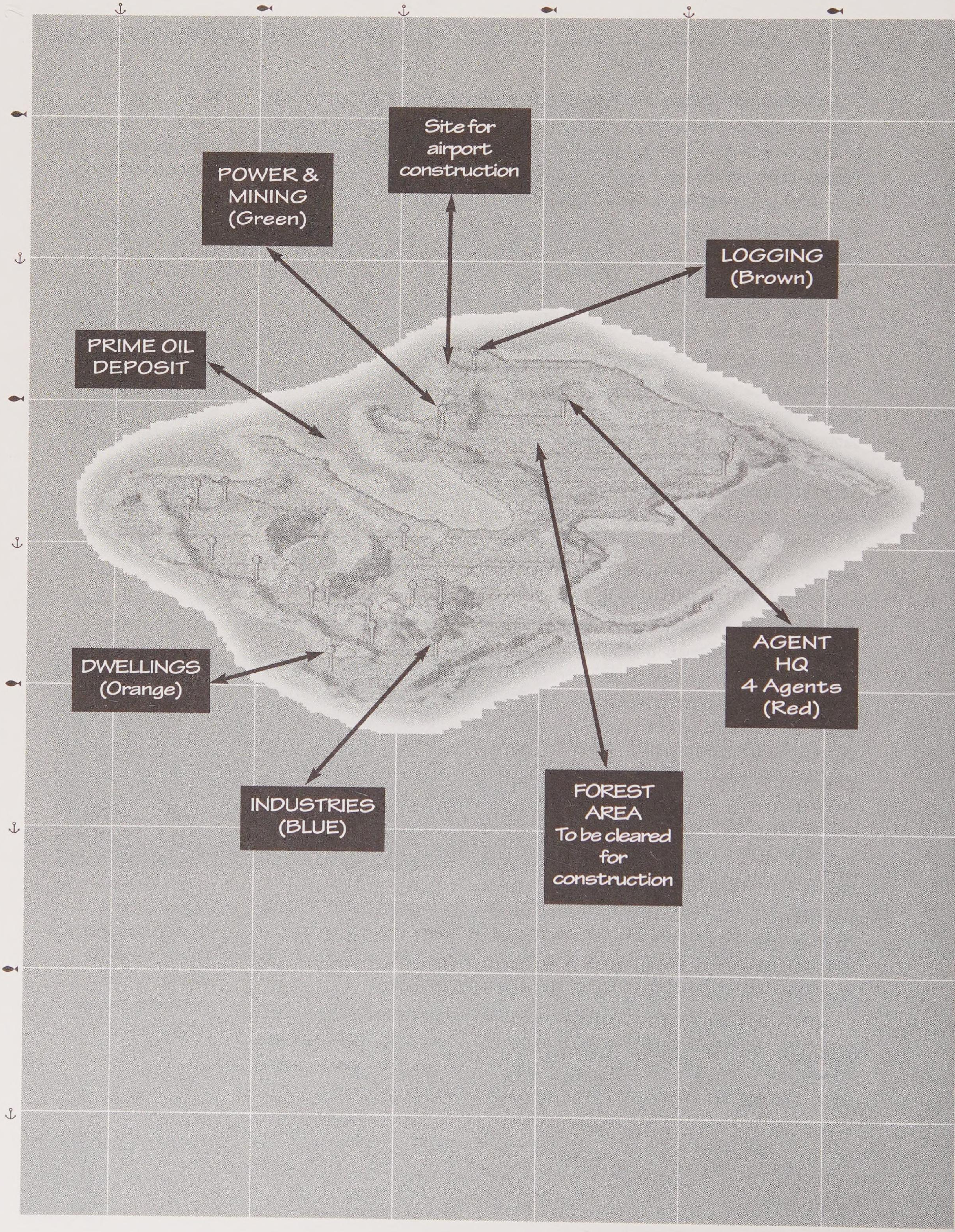


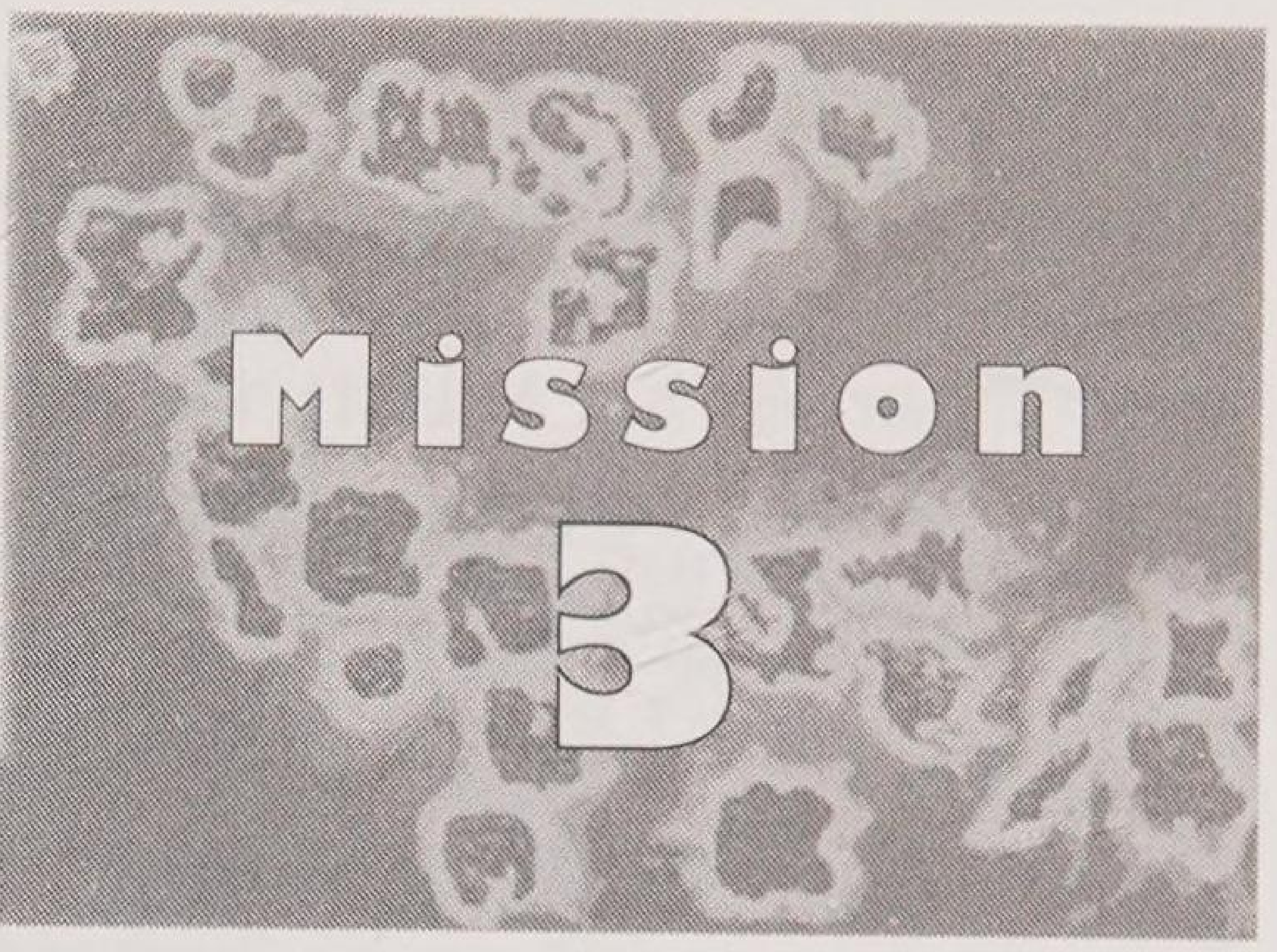
Agent Ian Banwell here.
Ian Banwell is doing nothing.
Population is 3000.

Figure 2-08. Commercial developments at each city lead to increased population, happiness, and income.

While the increased pollution and lack of electricity may leave the island inhabitants unimpressed with me, I have been able to solve the Buy Out problem in less than two years. No one—not even a wealthy links fanatic—can deny that the steps I have taken have enabled me to raise an incredible amount of capital in a very short period of time. The exportation of valuable industry resources, as well as the launch of a tourist industry, demonstrate that the use of multiple tactics greatly increases the probability of solving this problem.

I'm making money hand over fist at this point, so why try to fix something that isn't broken? It's time to sit back and relax, sip on an exotic rainforest beverage, and watch approvingly as a millionaire's bid goes down the drain.


Site for airport construction
POWER & MINING (Green)
LOGGING (Brown)
PRIME OIL DEPOSIT
AGENT HQ 4 Agents (Red)
DWELLINGS (Orange)
INDUSTRIES (BLUE)
FOREST AREA To be cleared for construction



Mission 3

Big Ideas: Size Counts

Mission Briefing

BIG is right! This is the toughest, most demanding scenario of them all. The requirements are daunting: 50 percent Development, 30 percent Industrial, production of 250 Quality Cars, visits by 10,000 tourists, average Population Happiness of 75 percent, and a cool million EMUs. Good thing the powers that be are giving me 25 years to meet this exacting set of goals.

There's so much to do this time out—I hardly know where to begin. I first switch the game to Slow speed. Now I get right into the action, commanding every mine to Mine Double and changing coal mines to Export.

Next, I review my agent list. Nigel (Industrial, Flora & Forestry) and Randy (Industrial) aren't bringing enough to the table. I hire Rick (Exploration, Flora & Forestry), Emma (Local Ecology), and Billy (Negotiation, Local Culture) for their particular strengths.

That done, I'm ready to build, but first need materials. Mike (Negotiation, Construction) establishes a sawmill set for Internal Use. Mike then supplies the mill by setting up five logging camps. Paul, our employment expert, staffs two of the camps with 20 unskilled laborers. At the other three camps, I have Rick switch logging to the Slash & Burn technique.

Tourism is a high priority so I send Mike to the island's northeast edge, where he constructs an airport in a site large enough to handle airport expansion. Once Mike boosts the airstrip up to a mega-airport, he constructs two 53-room hotels. One is attractively situated on the beach and another is closer to the airport.

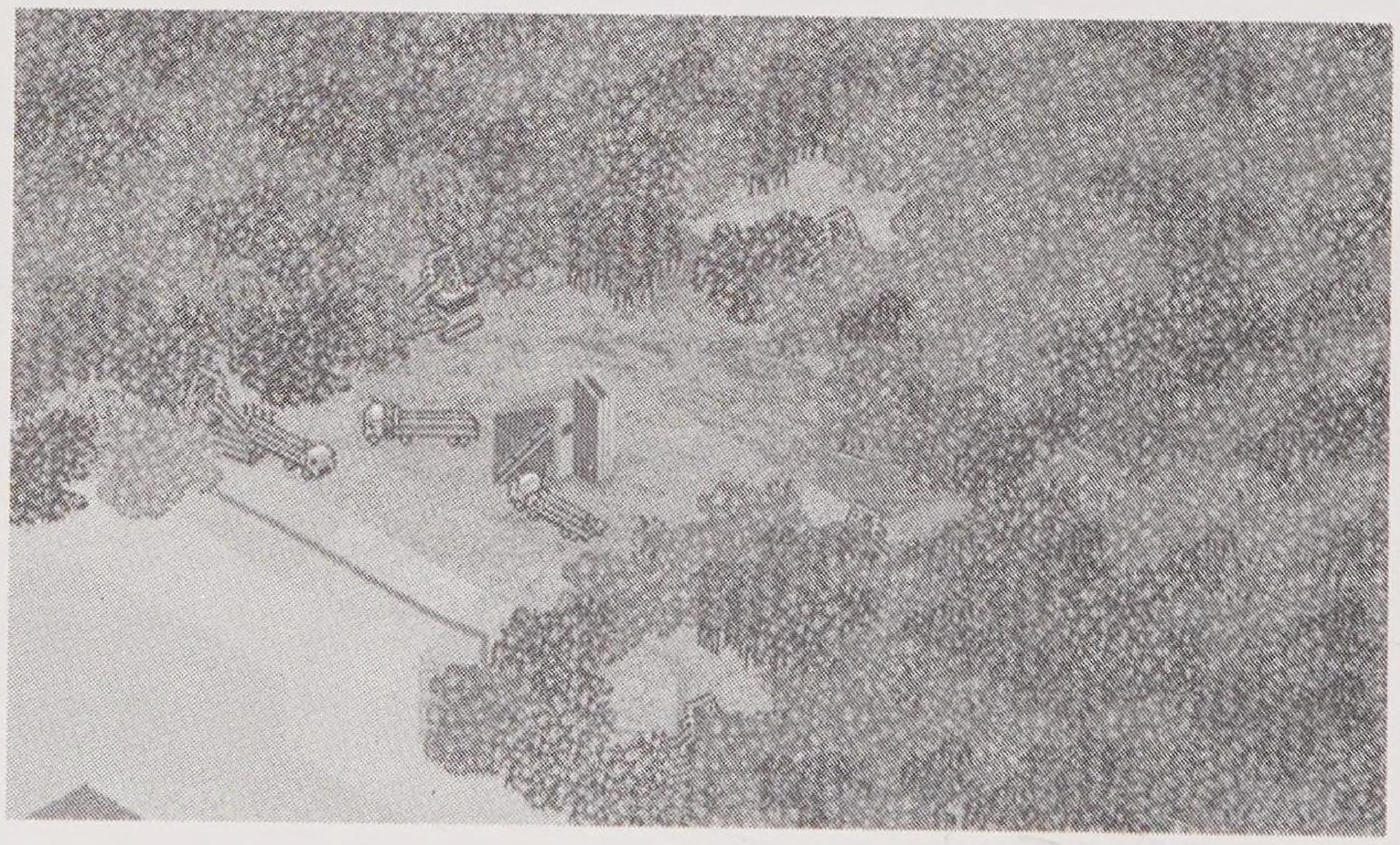


Figure 3-01. An army of logging camps clears land while harvesting materials.

NOTE: As wood supplies dwindle, Billy imports more wood at the sawmill. This replenishing technique will be repeated often during our work on the island.

By the same token, when my logging camps close, Mike erects replacement camps. As Rick did before, he sets any new camps to Slash & Burn harvesting.

Mike places a town in the clearing, then boosts the quality levels of the hotels to 10. Expecting more company, Mike constructs a third hotel near the airport to the same specifications as the others.

To spark tourist interest, Mike builds a tourist attraction with a capacity of 35 near the newest hotel. Then I send Billy and Emma to the beach resort and the tourist attraction to increase the excitement levels to 20.

Back at the coast, Mike expands the beach resort until it has a capacity of 20. He then builds a fourth hotel following the same blueprints. In his spare time, Mike is replacing closed Slash & Burn logging camps in an effort to clear large, wide open spaces we'll use later.

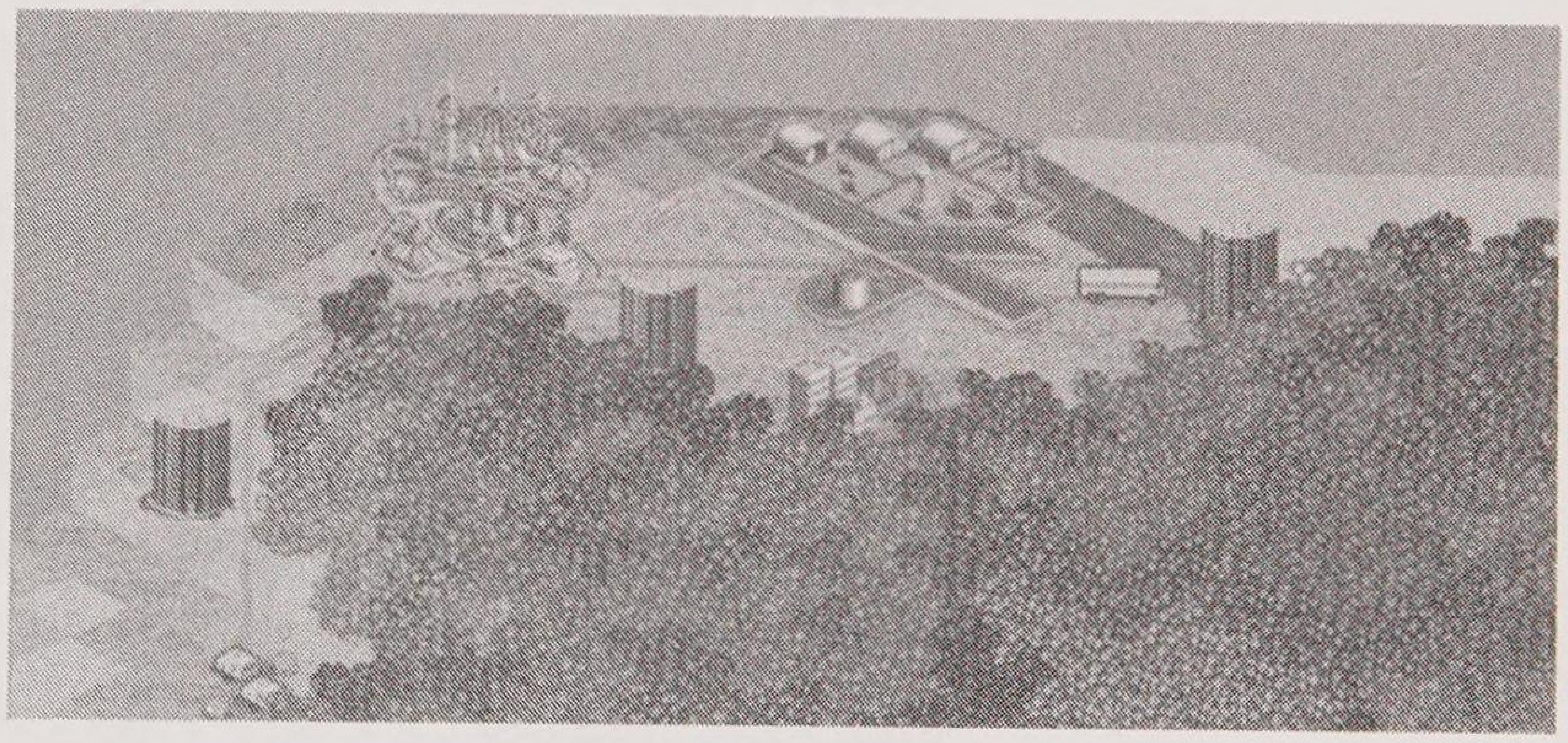


Figure 3-02. A sizable tourist industry brings a stabilizing income to the isle.

On the labor front, I super-train an agent who can then train the villagers. Emma's eco background makes her the agent for the job. At HQ, Paul trains her to 90 percent, and she immediately travels from village to village batch training the natives once to an 85 percent efficiency.

Eager for a new project, Mike travels to the town and builds one of each of the four social facilities. Then after scouting out a clearing, Mike constructs a much-needed heavy industry and Billy and Paul customize the plant to import machinery. Once they've fired all but one worker, they switch production to Internal Use and change the job to Machinery. One click of the Buy Product button then brings 10 units of heavy machinery, which Mike uses to build a wind plant on the outskirts of town. He'll continue to monitor the city's changing power needs, setting up supplemental windmills as needed.

The wind plant boosts the town into a full-fledged city, so I immediately upgrade the city's facilities to Superb (Mike improves the recreational center as Billy betters the other three facilities).

After importing more heavy machinery and wood, I turn my attention to oil, which I need for several purposes. Using the 2-D map, I find a juicy oil reserve off the north-central coast near the channel's entrance. Mike builds a rig there and adds a pumping station on the nearby shore.

To prepare for the next wave of manufacturing, I send Paul to the city to buy as much skilled labor as possible. The city's population limits my harvest of labor, but I'll be back for more later. Paul's next stop is the heavy industry plant. There, Billy clicks Buy Product twice before Paul changes the plant's job setting back to None. This move prevents the plant from drawing resources more appropriately targeted for other destinations.

At the southern edge of the clearing, Mike now constructs a manufacturing plant and sets it to Internal Use. Paul follows up by toggling the job setting to Quality Manufactured Goods. This product requires steel, so Mike constructs a steel mill then heads to the two easternmost iron ore mines and switches them to Internal Use. Billy pulls the same Internal Use move at the oil pumping station and Paul moves to the rig and bumps production up to Drill Double status.

Once the city population allows me to purchase enough skilled laborers, Mike builds a chemical plant near the pump station. Paul then switches the plant to process oil into plastic. To store the plastic, Mike constructs a warehouse in the clearing and I make room for 500 plastic units.

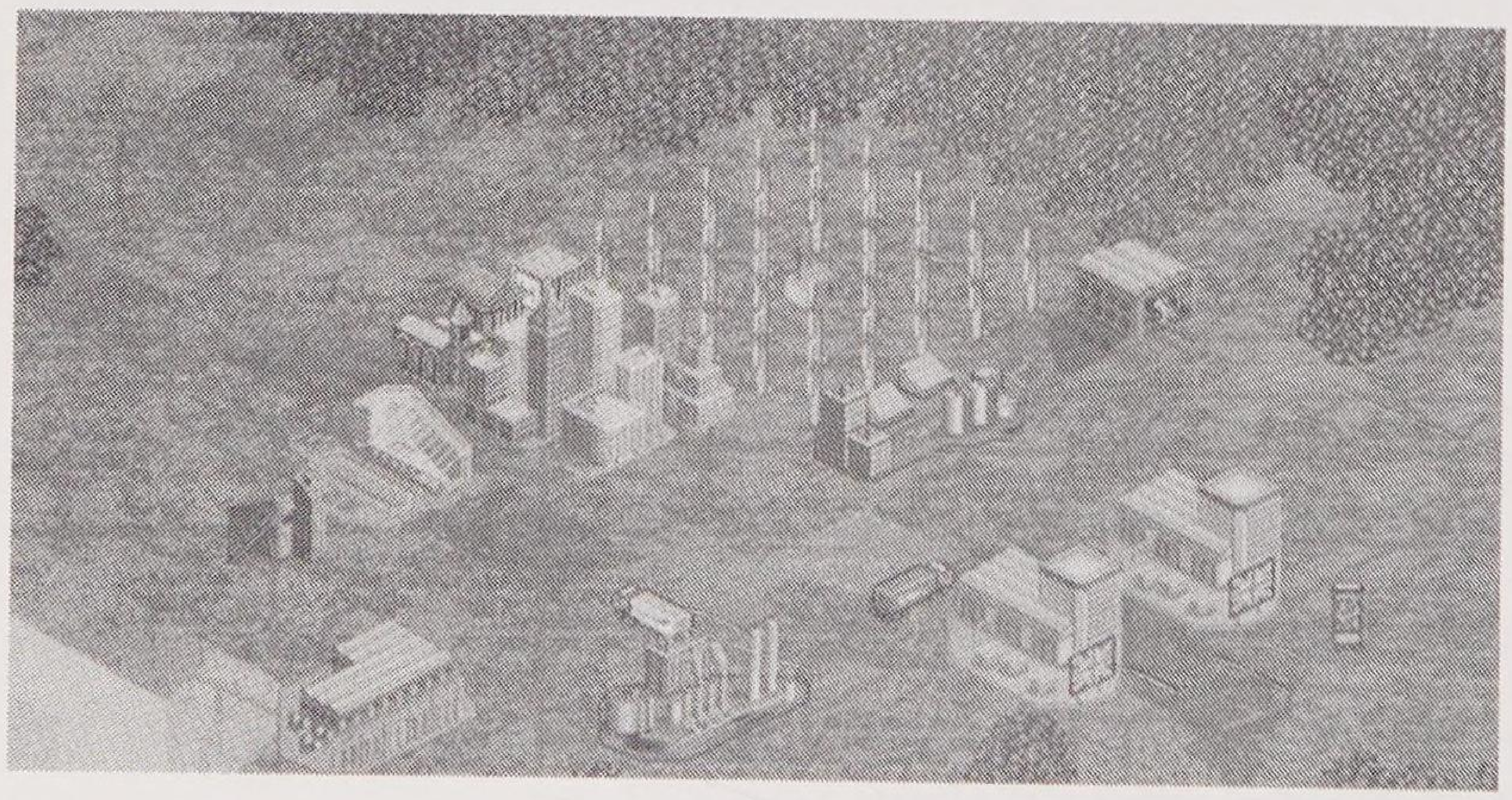


Figure 3-03. Placing industries near each other leads to faster production.

NOTE: This actually serves as a bridge of sorts between the chemical plant and the other industries, which aren't close enough to be linked normally.

Once four more skilled laborers become available, I instruct Mike to build a second manufacturing plant. Mike flips the Internal Use switch and Paul arrives to change the job to Cheap Manufactured Goods.

Production's going great at this point, but I could use more laborers. Paul begins at the steel mill, where he adds three unskilled laborers. At manufacturing plant #1 he increases the number of skilled workers to eight and he raises the total to 15 at the chemical plant.

I choose a site halfway between the warehouse and the nearby sawmill for Mike to build a hi-tech plant. To aid with proper distribution, he carefully places it closer to the warehouse than to the manufacturing plants. Once it's up, Paul selects Quality Cars as the job output and ups the labor to 10 when the necessary production materials arrive. To keep things roughly even, Paul increases the labor force at the Cheap Manufactured Goods factory from four to eight.

Now I split my Negotiation agents, sending Billy to manufacturing plant #1 and Mike to the second manufacturing plant. Billy buys Quality Manufactured Goods eight times, while Mike orders 12 rounds of Cheap Manufactured Goods. Billy and Mike continue buying goods in this fashion, sticking to the two to three ratio since that's the ratio used in production. Occasionally during their purchasing, Billy must travel to the sawmill and import more wood.

At the heavy industry plant, Paul adjusts the job type to Machinery long enough for Billy to import 10 more heavy machinery units. Paul then resets the job to None.

To increase the island's flow of oil, Mike travels off the northern coast to the orange area on the 2-D map. As he builds a rig, I send for Paul to set the rig to Drill Double.

Back on dry land, the lack of wood waste is slowing production. Mike plants a logging camp in the nearby forest, and Rick converts it to the Non-Sustainable method. Paul then increases the staff to 20 laborers, before moving to the steel mill and doing the same.

My constant purchase of goods has taxed my EMU reserves, so I decide to buy in smaller quantities while maintaining the same 2:3 ratio. Meanwhile, as my money builds (through tourism profits), I move Rick and Paul to headquarters. I train Rick to 90 percent, making him capable of discovering all sorts of freebies scattered across the island. When his skills are charged up sufficiently, I send him to canvass the island.

The 250th Quality Car comes off the line, meaning I no longer need to import Quality Manufactured Goods. Furthermore, I can now switch the hi-tech plant to produce Cheap Cars.

TIP: I still need manufacturing plant #1 (for my industrial score), but I don't need it to make anything. Paul changes the job to None and fires all employees, except one.

Mike steps into the picture at this point, establishing extra logging camps at the edge of the clearing. These camps—switched to Slash & Burn by Rick—are designed to clear room for more industrial plants.

Mike immediately starts constructing heavy industry plants. These new plants are basically "shadow" operations, constructed only to boost my industrial and development scores. Every two heavy industry plants raise my industrial percentage by 1 point, so obviously, I have a ways to go to reach the goals of 30 percent industrial and 50 percent development. To stretch my labor pool, Paul fires all employees save one at each new heavy industry plant.

Since my various manufacturing operations are well stocked with steel, it's safe to switch the steel mill to Export. Another way to generate income is to expand my oil exporting enterprise. Before I can begin, however, I must bring more machinery to the island (40 units in fact) as I

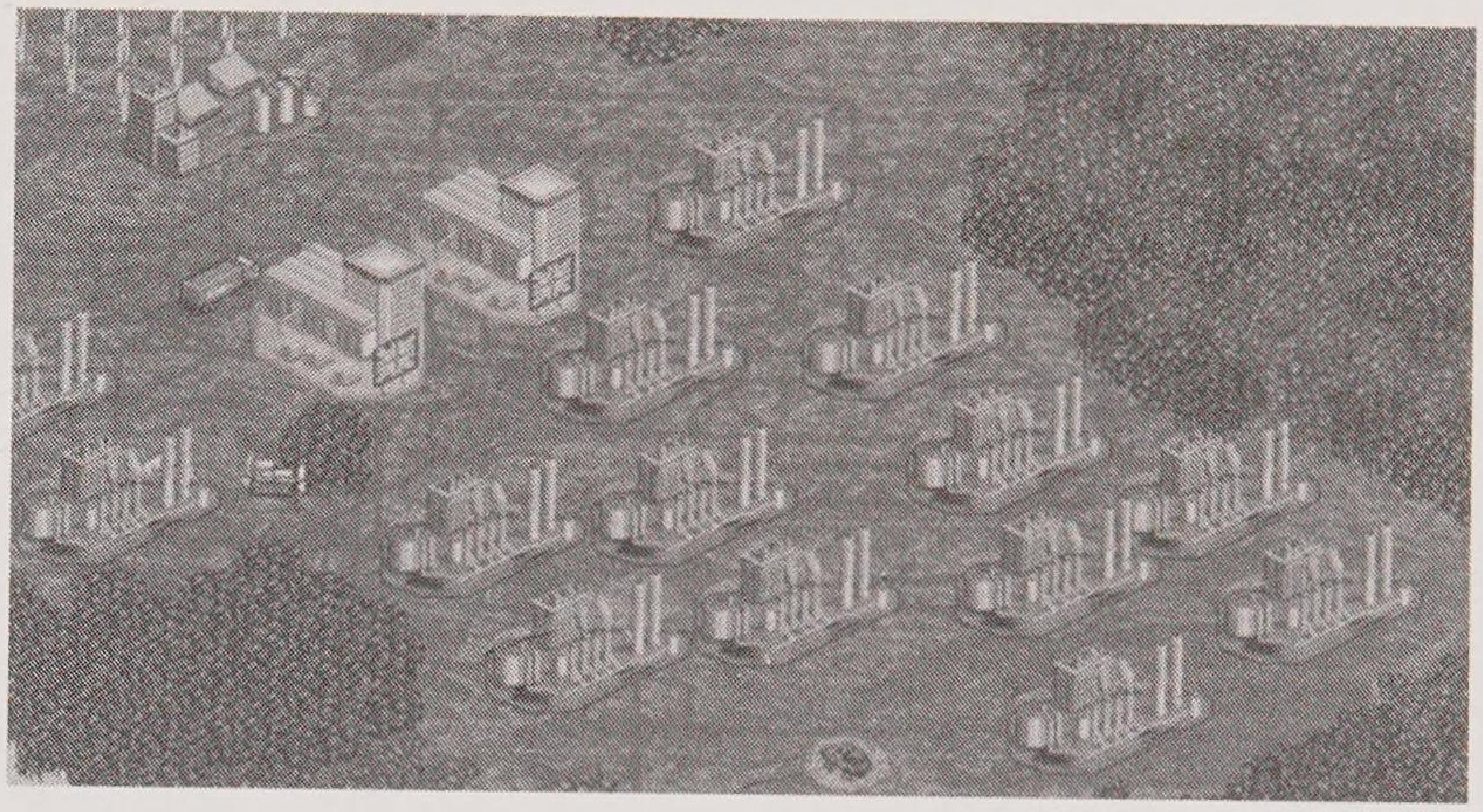


Figure 3-04.
It may not look pretty, but these heavy industry plants are my ticket to victory.

have before via the heavy industry plant.

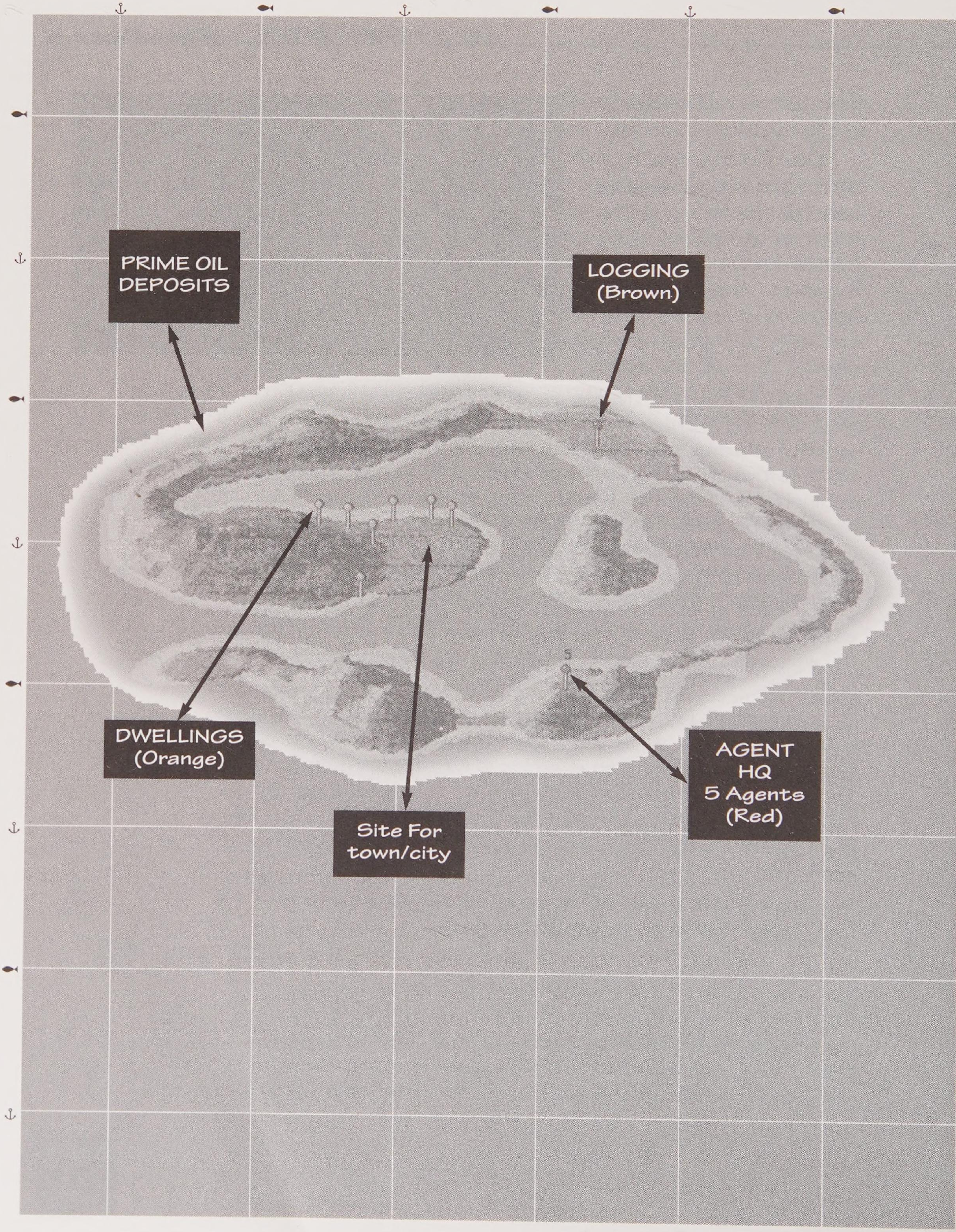
Mike sets up four rigs at various locales around the island: one off the northwest coast (as identified on the 2-D map by a red area) with a matching pump station; one off the southwest shores (the purple spot on the 2-D map) with a pump station; and two in the south-southeast sharing one oil pumping station.

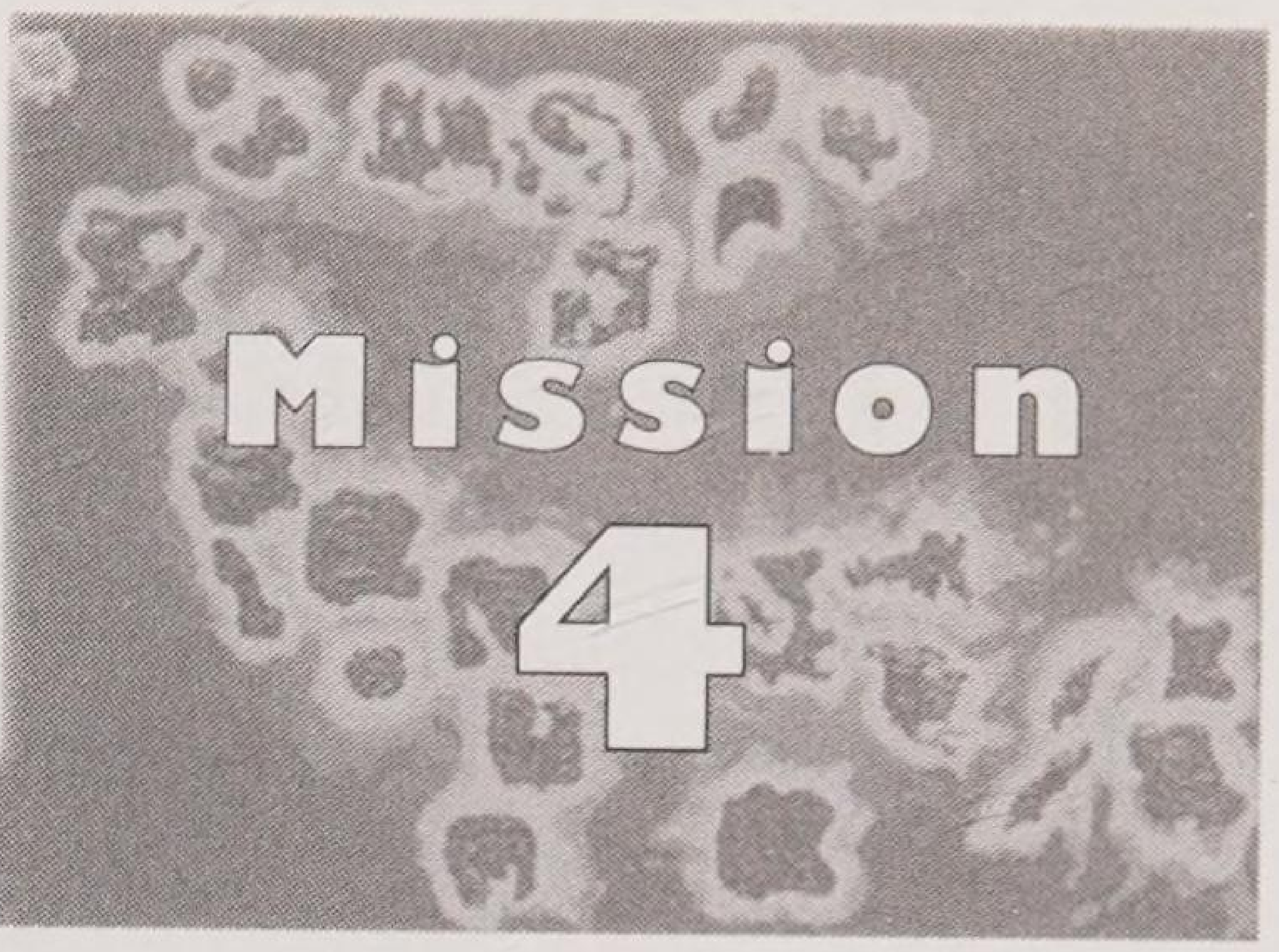
Paul returns the heavy industry plant's job setting to None before switching each new rig to Drill Double. Soon the original rig in the north exhausts its oil resources and Mike wastes no time in finding another purple area (from the 2-D map) to the west of its location. He constructs a replacement rig that Paul adjusts to Drill Double.

I've been so busy that I've neglected my city. I upgrade each facility to Superb and update the number of windmills. My goal is to do just enough to raise the city's happiness to Good.

As soon as I have constructed enough heavy industry plants to satisfy my percentage requirements, the rest of the scenario becomes an exercise in waiting for money to accumulate. The money keeps coming in steadily, so all I have to do is sit back and wait for it to top the million EMU mark. Quite frankly, I'm glad there's nothing left to do—this island has worn me out.

I think I'll take a few well-earned EMUs and buy a round of liquid sunshine for my peripatetic agents.


PRIME OIL DEPOSITS
LOGGING (Brown)
5
DWELLINGS (Orange)
AGENT HQ 5 Agents (Red)
Site For town/city



Mission 4

Megatropolis: Hello, City Life

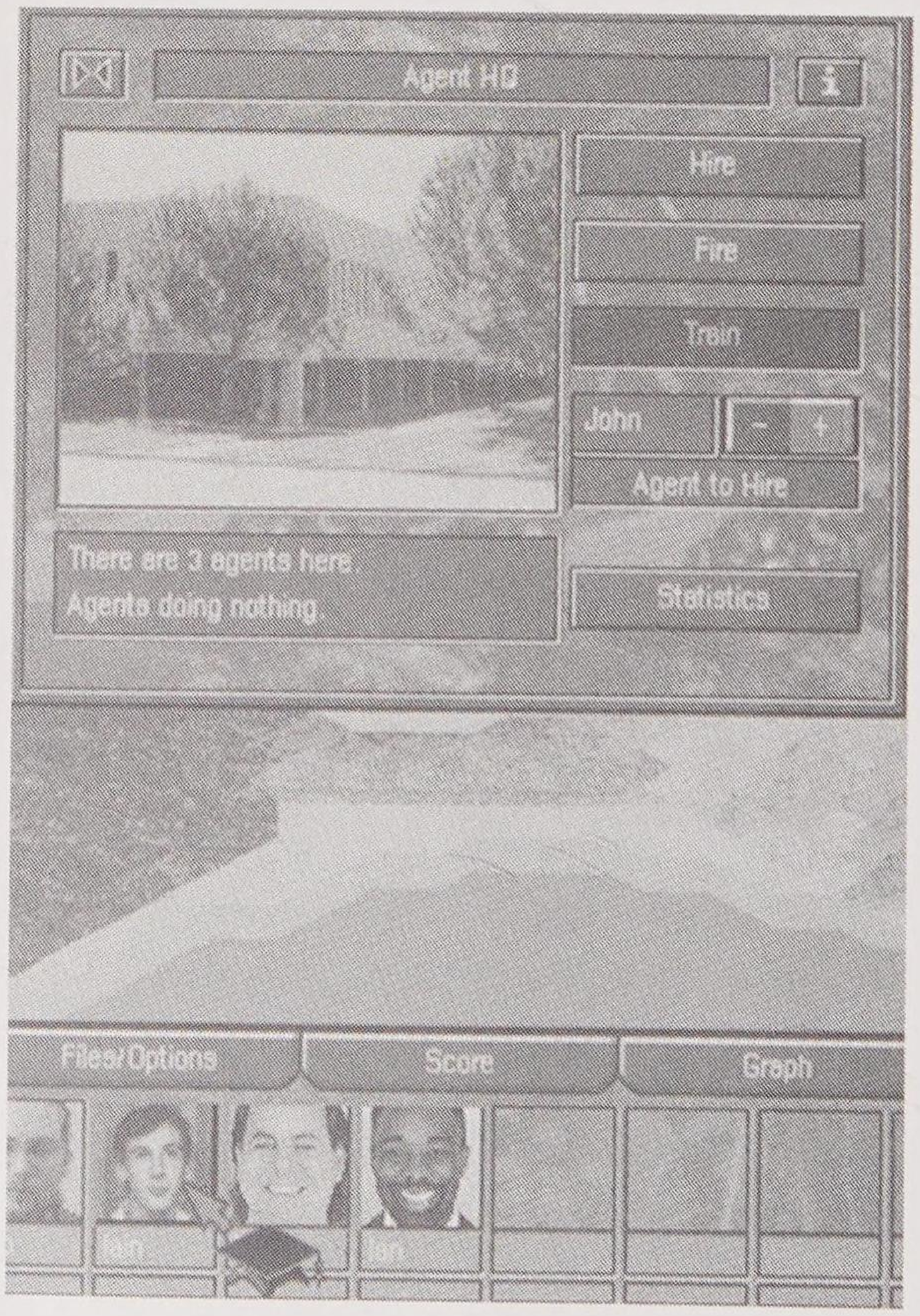
Mission Briefing

Once you've mastered building cities, try building the mother of them all on this island. Your city must have a population of 40,000 within 10 years.

Why in the world would 40,000 people want to move to an otherwise undeveloped island and live in a huge city? Don't ask me; I just work here.

Bob (Construction) kicks things off by building a town in the flat center of the island. In the meantime, by firing Neil and Molly and hiring Ian Banwell (Employment, Construction), I consolidate all the skills I need into four agents. Because the food supply is crucial to the anticipated population boom, I ask Ian to train Iain McNeil (Local Ecology) to a skill level of 90 percent, speeding up the process of training villagers who produce food.

Iain uses his new education immediately to batch train four villages. One training session at each of those four villages boosts the farming efficiency to 85 percent and greatly increases the food supply.



There are 3 agents here.
Agents doing nothing.

Figure 4-01. Iain's increased skill level makes short work of the village training sessions.

Next, I must decide how to obtain the building materials I need. Bob builds a sawmill near the tree line; Billy (Negotiation) switches it to Internal Use and will import wood as needed throughout the scenario. He imports 300 units of building materials that will be used specifically for the construction of the heavy industry plant—a necessary step in bringing an oil industry to the island. Ian recruits four unskilled laborers from a village to build the heavy industry plant, and Bob places the plant in a remote area west of the town near the tree line.

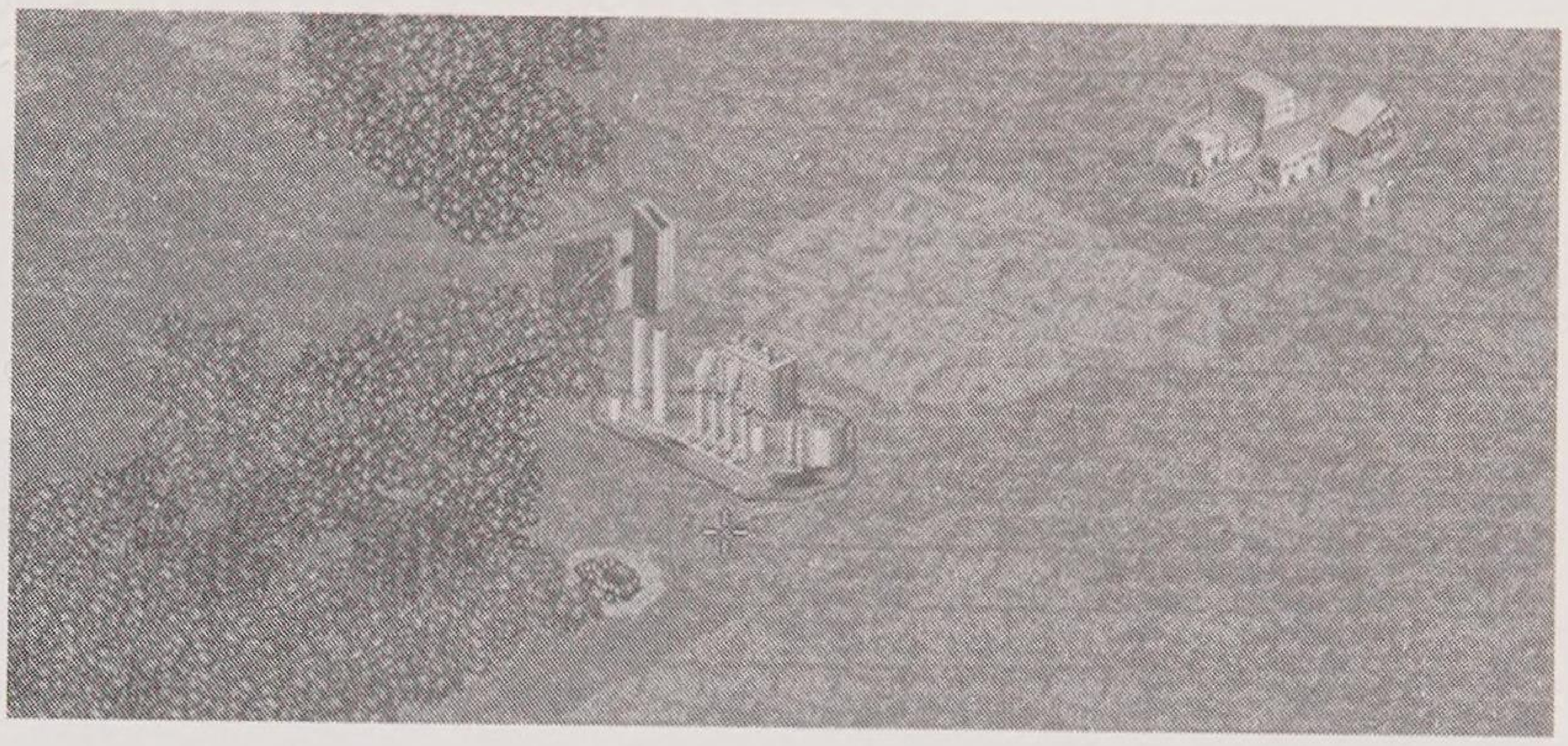


Figure 4-02. A heavy industry plant is necessary for bringing in heavy machinery to the island.

Bob remains at the plant after it is built to switch the plant's job from None to Machinery. Billy switches the plant's distribution from Export to Internal Use. Billy then hits Buy Product to import 10 units of heavy machinery. I then use the 2-D map to locate an oil deposit off the northern coast.

Bob travels out to sea at the oil site and begins to construct the rig. In the meantime I send Ian to the shoreline closest to the rig to build an oil pumping station. When he completes his job, Bob orders the rig to Drill Double.

I'm now earning profits from my oil export, and I turn my focus to the town. Because it is a town, its unhappiness doesn't count against me on the budget; however, if it becomes an unhappy city, I pay a price. So I must increase happiness as I encourage the town to expand into a city. As money allows, Bob builds health, educational, recreational, and spiritual facilities in the town.

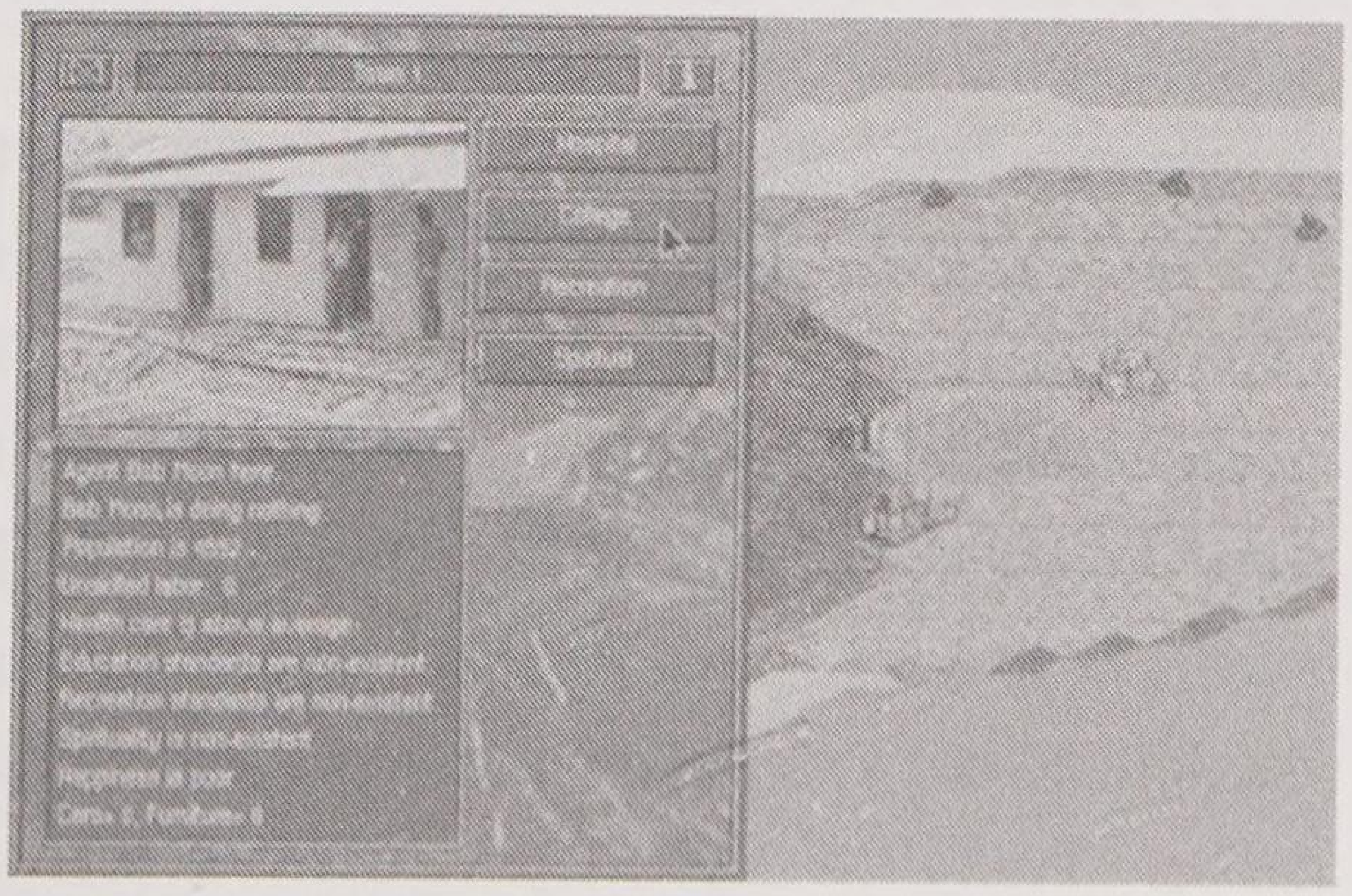


Figure 4-03. Quality town facilities increase the pace with which a town becomes a city.

To keep pace with the increasing demand for food, Iain travels to the villages he has not yet visited to batch train them once each. The town's population is nearing 8,000, but the overall happiness is still Poor. Bob again updates the facilities in the town, which is close to becoming a city. The final touch is the construction of the wind plant nearby after Billy buys enough machinery at the heavy industry plant, and voila! A city is born.

A trip to the wind plant indicates that its output will not meet demands of the newly formed city. I increase the plant's power by adding windmills, each requiring 200 building materials and 900 EMUs. I currently have enough EMUs in the bank to import 400 units of wood and construct two more windmills. Soon, I'll have enough money to add a fourth windmill as well.

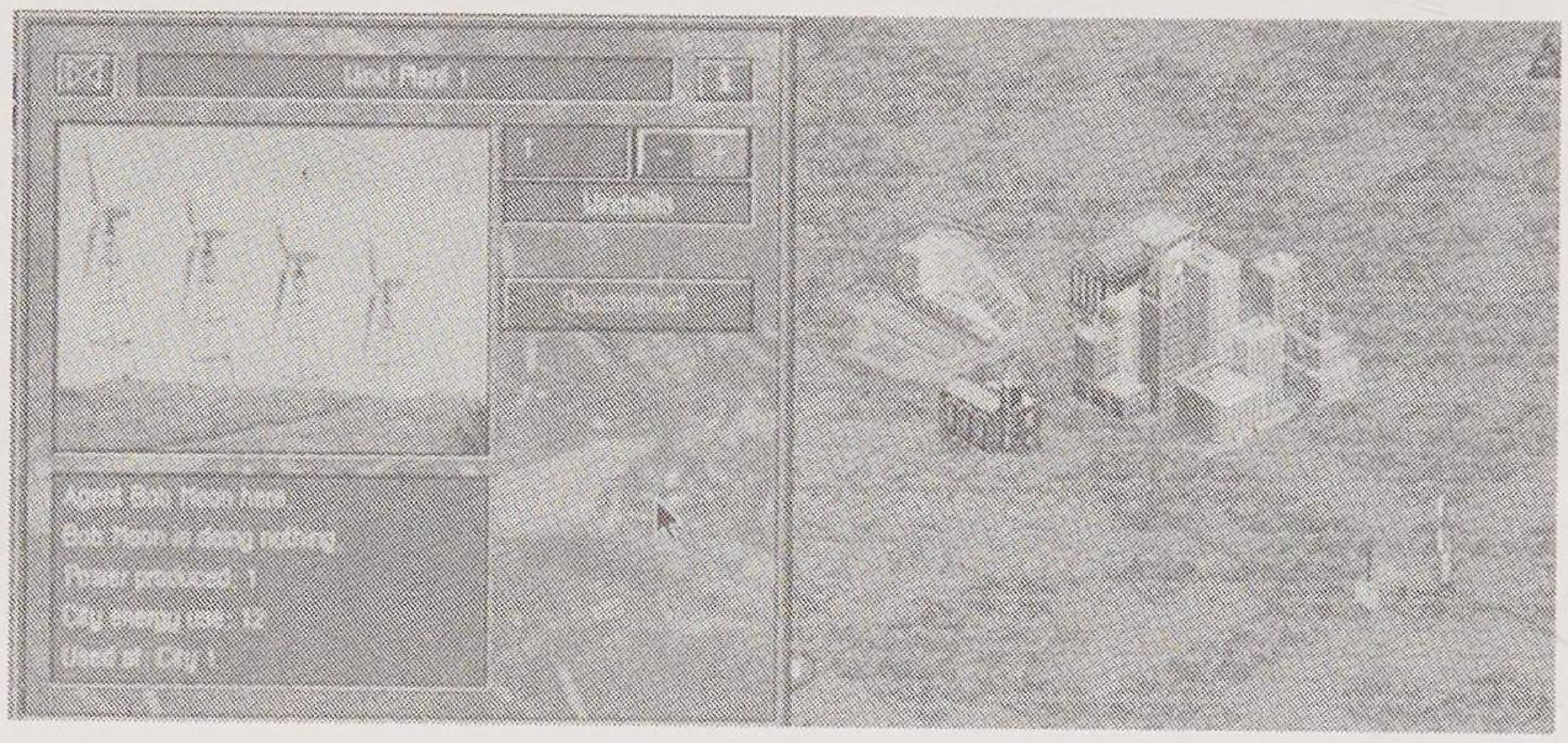


Figure 4-04. Wind power is clean and reliable—two factors that keep the citizens happy.

Billy, who has been busy importing wood for windmill construction, now imports 200 more units for city facility upgrades. He then upgrades the hospital, college, and church to Superb while Ian does the same at the recreational facility.

☞ **NOTE: Provided there's an adequate supply of power , the city's happiness will be Very Good if the city's facilities are each rated as Superb.**

Once I've gradually supplied about half of the city's demand for power (and as long as all city facilities are rated Superb) the city is no longer an expense and actually begins to turn a profit. If they drop to Excellent, I immediately upgrade facilities. I also must monitor the food supply coming from the villages since the city cannot grow if this supply runs out. When it dips below about 500, I send Ian to a couple of the villages and have him create a new village from each. Iain immediately batch trains the new villages.

After adding several more windmills, upgrading the city facilities a couple of times, and creating three new villages, I have finally caught up with the city's pace. The wind plant is supplying all the city's power needs, all facilities are rated Superb, the happiness of the people is Very Good, and there's plenty of food to enhance city growth. And, as icing on the cake, I'm making money!

With 18,000 EMUs in the bank, generosity overcomes me and I construct a manufacturing plant to buy some Cheap Manufactured Goods for the city. The manufacturing plant requires 10 units of heavy machinery that Billy buys at the heavy industry plant. Bob places the manufacturing plant and switches the plant's job to Cheap Consumer Goods as Ian travels to the plant and fires all but one worker. (Hey! Life is struggle.) Billy moves to the plant to switch it to Internal Use and to import a round of consumer goods at a cost of 4,000 EMUs.

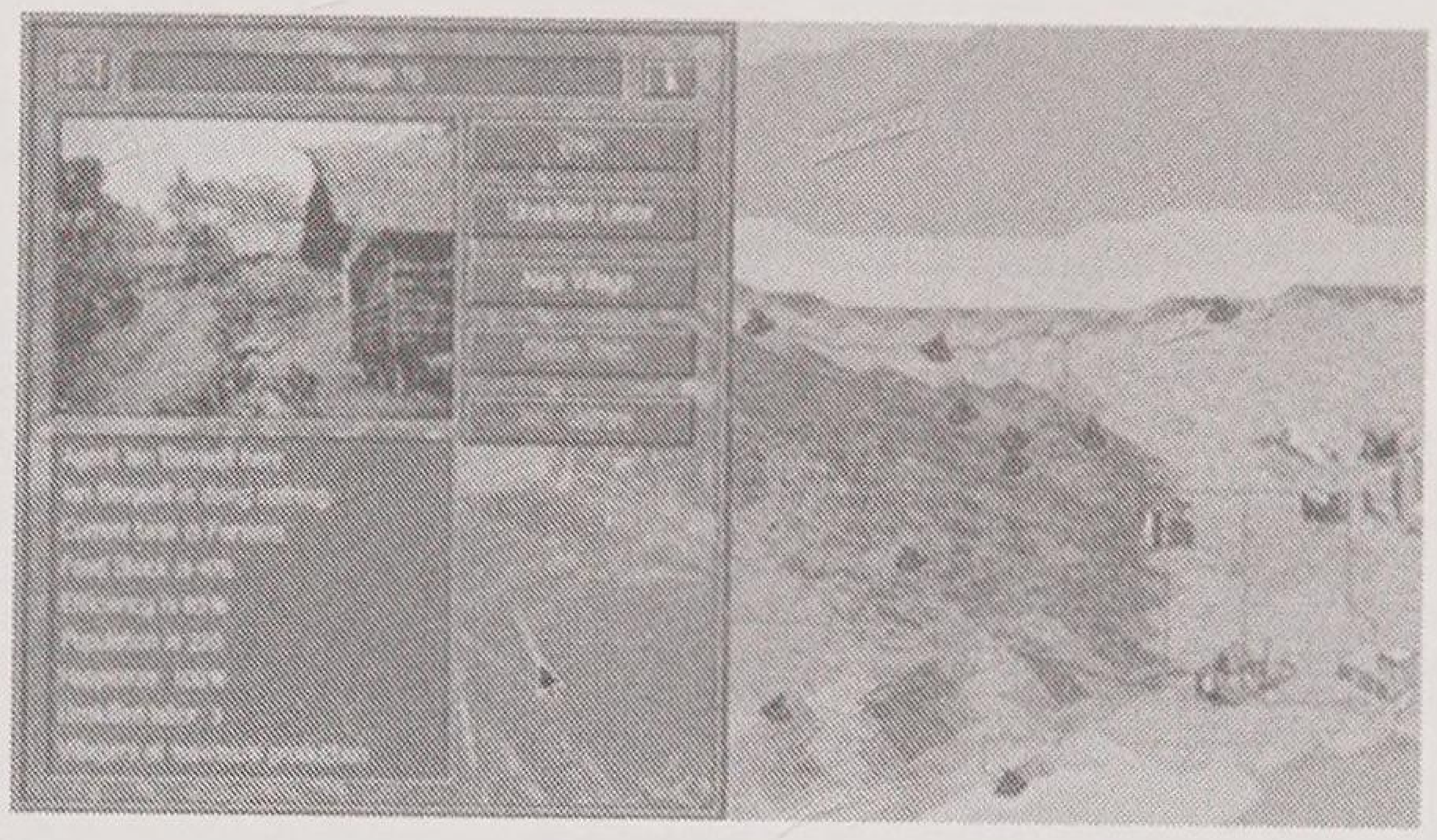
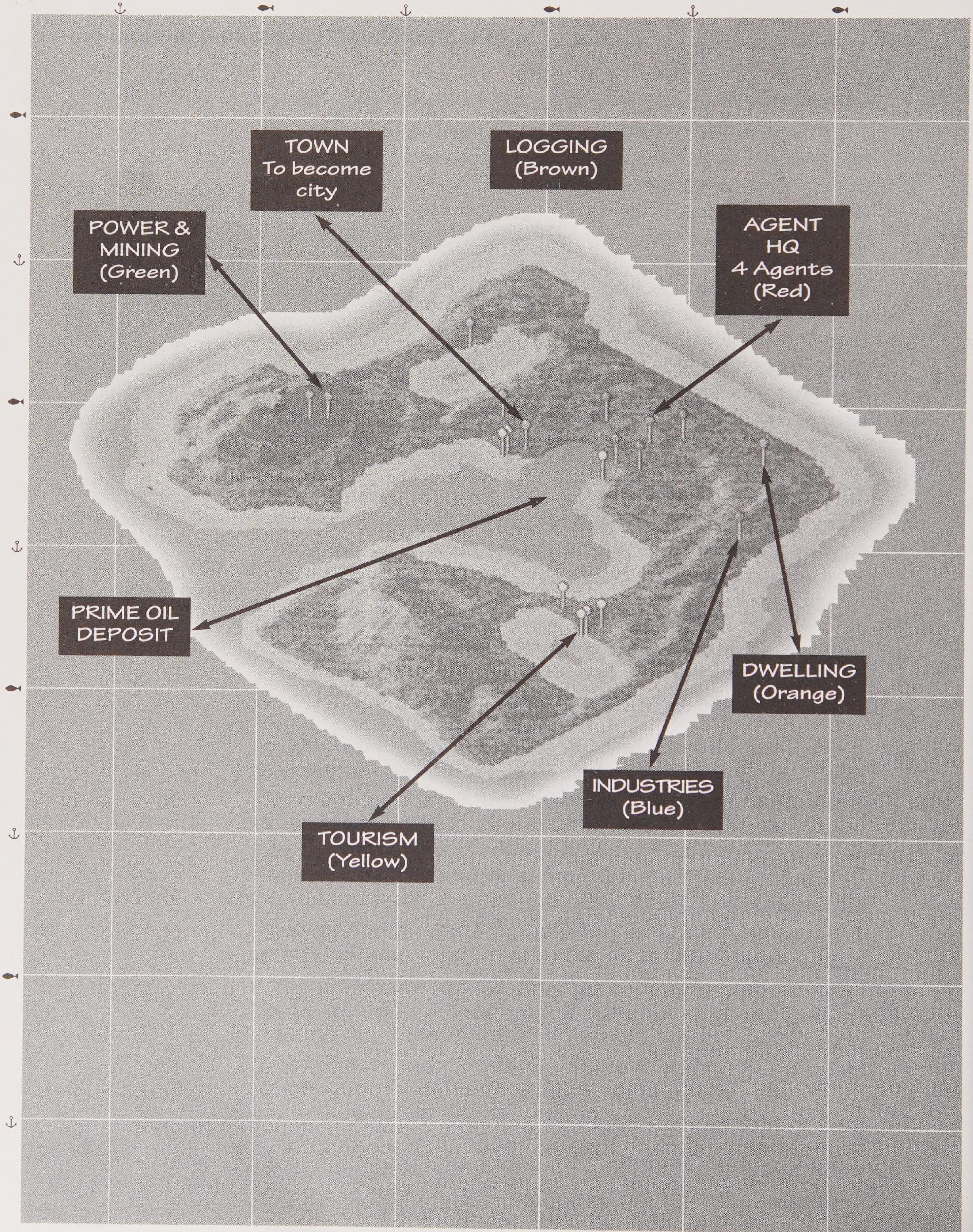


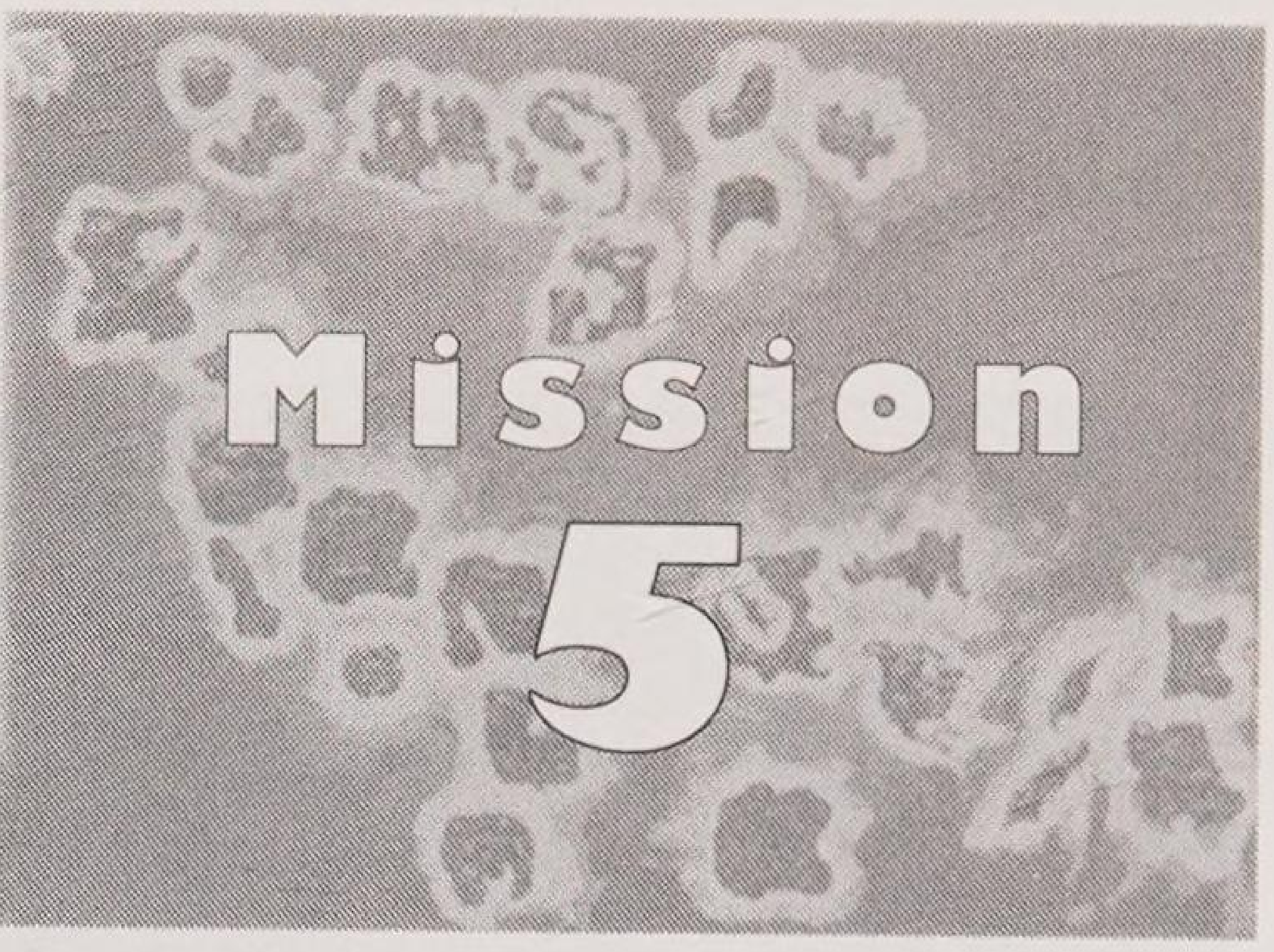
Figure 4-05. Once a village reaches a population of 220, Ian can force the natives to split into two villages.

TIP: When the original oil rig runs out of oil and closes down, I immediately tap another oil pocket with a replacement and continue to rake in money.

The money and citizens continue to pour in. I'm approaching the 40,000 mark, but the city is no longer growing as fast as it was earlier. And since my money supply has topped 55,000 EMUs I send Bob to the heavy industry plant where he switches the job from Machinery to Cheap Cars. Billy joins Bob at that plant and Buys Product to bring 10 cars to the island.

My generosity pays off, since after upgrading the facilities one final time, I finally reach my goal. My only problem is that all these windmills are making the island one big tropical wind tunnel.


TOWN
To become city
LOGGING
(Brown)
POWER &
MINING
(Green)
AGENT
HQ
4 Agents
(Red)
PRIME OIL
DEPOSIT
DWELLING
(Orange)
INDUSTRIES
(Blue)
TOURISM
(Yellow)



Mission 5

Money Spinner: Greed Is Not Enough

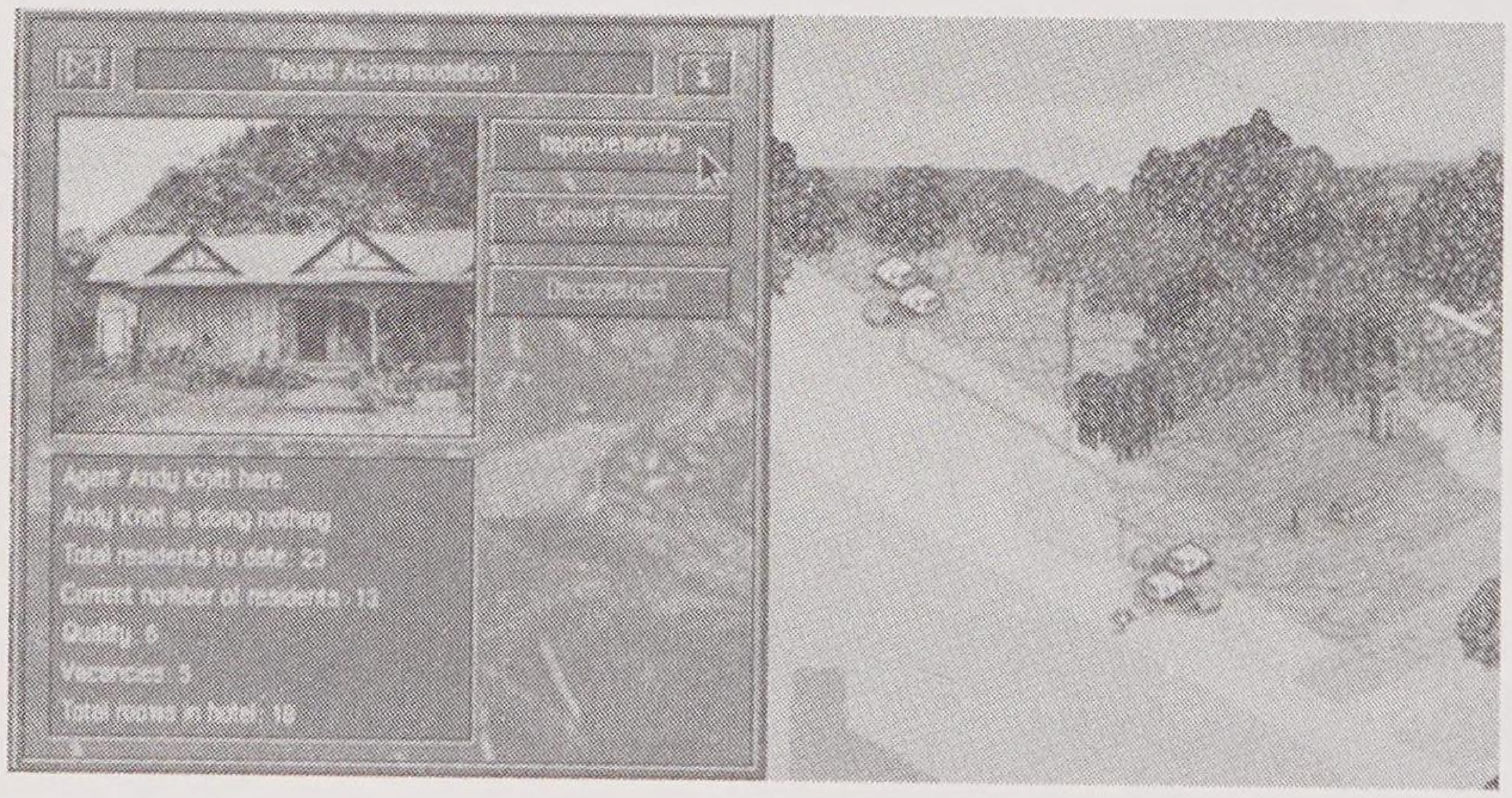
Mission Briefing

This scenario recalls a commercial jingle from those mercenary '80s: "Yes, you can have it all." That's the objective here—to amass a fortune (120,000 EMUs), retain a high level of happiness (75 percent Population Happiness), and preserve the island's biosystems (World Opinion of 60 percent or more). It won't be easy, given that you've only got nine years to do it. Break out the caffeine—and good luck to you.

I've been given a tall order to fill, and I'm going to need plenty of help from my agents. I derive some assistance from the game itself by clicking on the Files/Option menu and selecting the Slow game speed.

Like most missions, construction is the name of the game. I must make sure I've got ample building supplies, so I call Neil (Negotiation, Industrial) off the agents' bench and send him over to the sawmill. As soon as he switches the mill's production to Internal Use, I have another errand for him—one that's sure to please the island treasurer. I direct Neil to the mines with instructions to Mine Double and export the ore that's found.

Tourism is another way to establish a continual flow of revenue. I already have some tourist facilities down in the island's southwest corner, and I enlist Ian Banwell's (Employment, Construction) services to extend both accommodations. I expand each accommodation to a capacity of 18 rooms before bringing Andy (Local Culture) into the project to improve both places until they have quality ratings of 10.



Agent Andy Knitt here
Andy Knitt is doing nothing
Total residents to date: 23
Current number of residents: 13
Quality: 6
Vacancies: 5
Total rooms in hotel: 18

Figure 5-01. Expanding the tourist accommodations already on the island can earn quick cash.

I've made a good start in revamping my facilities, but there's more to be done. Next step: hiring an agent with ecology skills. Emma Herby (Local Ecology) fits the bill, and I immediately have Ian train her to 90 percent at HQ. When she eventually arrives at the beach resort, I use her skills in conjunction with Andy's to jack up the excitement level to a thrill-inducing 10.

NOTE: To enable this move, I need more wood. I import 1,000 units for now, and I'll simply import more as needed.

Ian then takes over, and I have him extend the capacity of the beach resort to 17. I then relocate Ian to the northern-most hotel and increase the capacity of that accommodation to 53. I summon Andy to improve the quality level of this hotel to 5—which means fresh linens, but no mini-bottles of complimentary shampoo and conditioner.

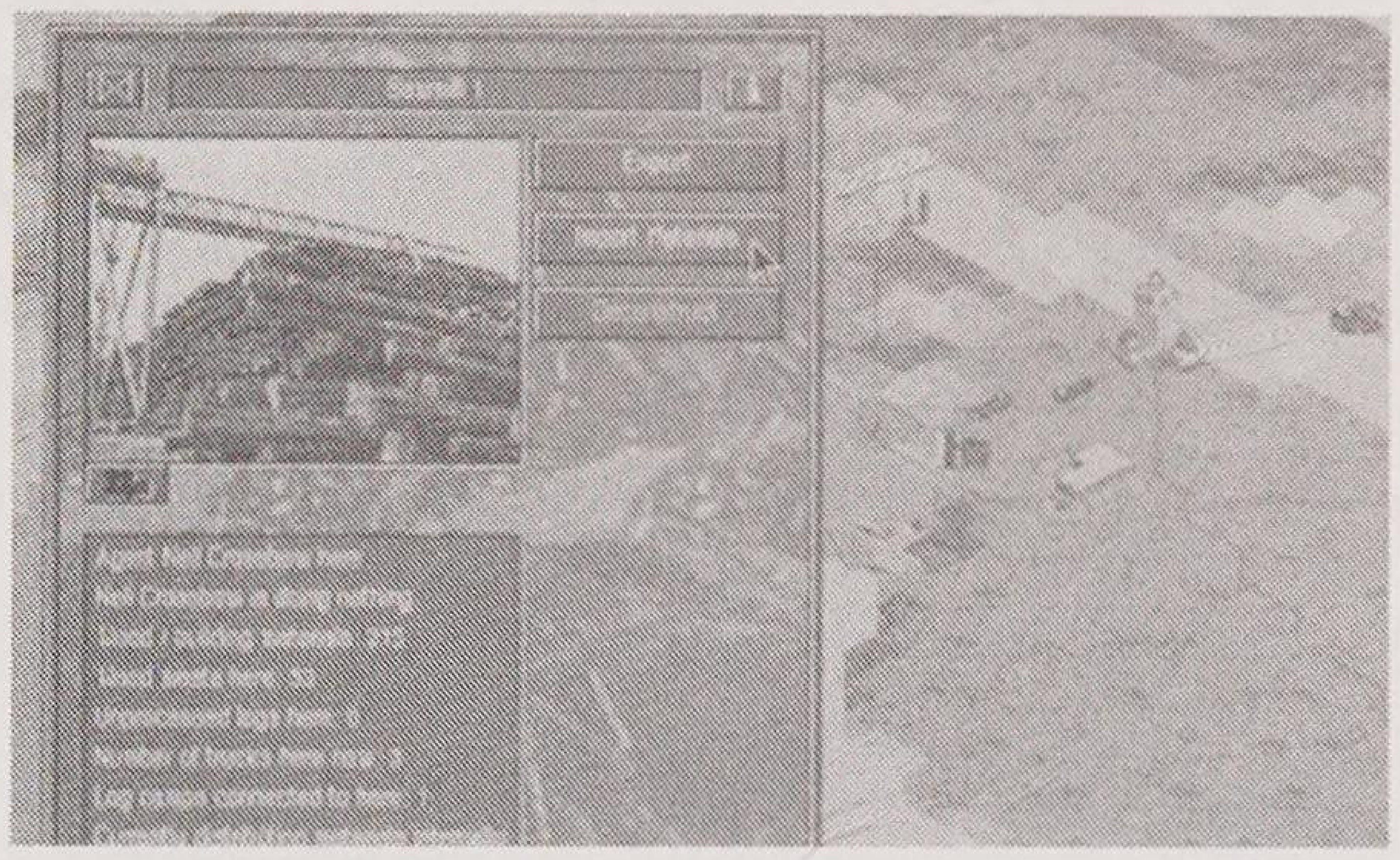


Figure 5-02. Importing wood may be a bit more expensive, but it sure beats the hassle of maintaining logging camps.

I need a quick breather from hotel work, and so does Ian. I send him to the town to perform some point-and-click urban renewal. He builds one of each type of facility (you know, hospital, college, a recreation facility, and a place of worship). Now to enrich the villages I send Emma to the first three villages she can find. She batch trains the villagers to a farming efficiency of 85 percent so that they can increase their food supplies and eventually produce more little villagers.

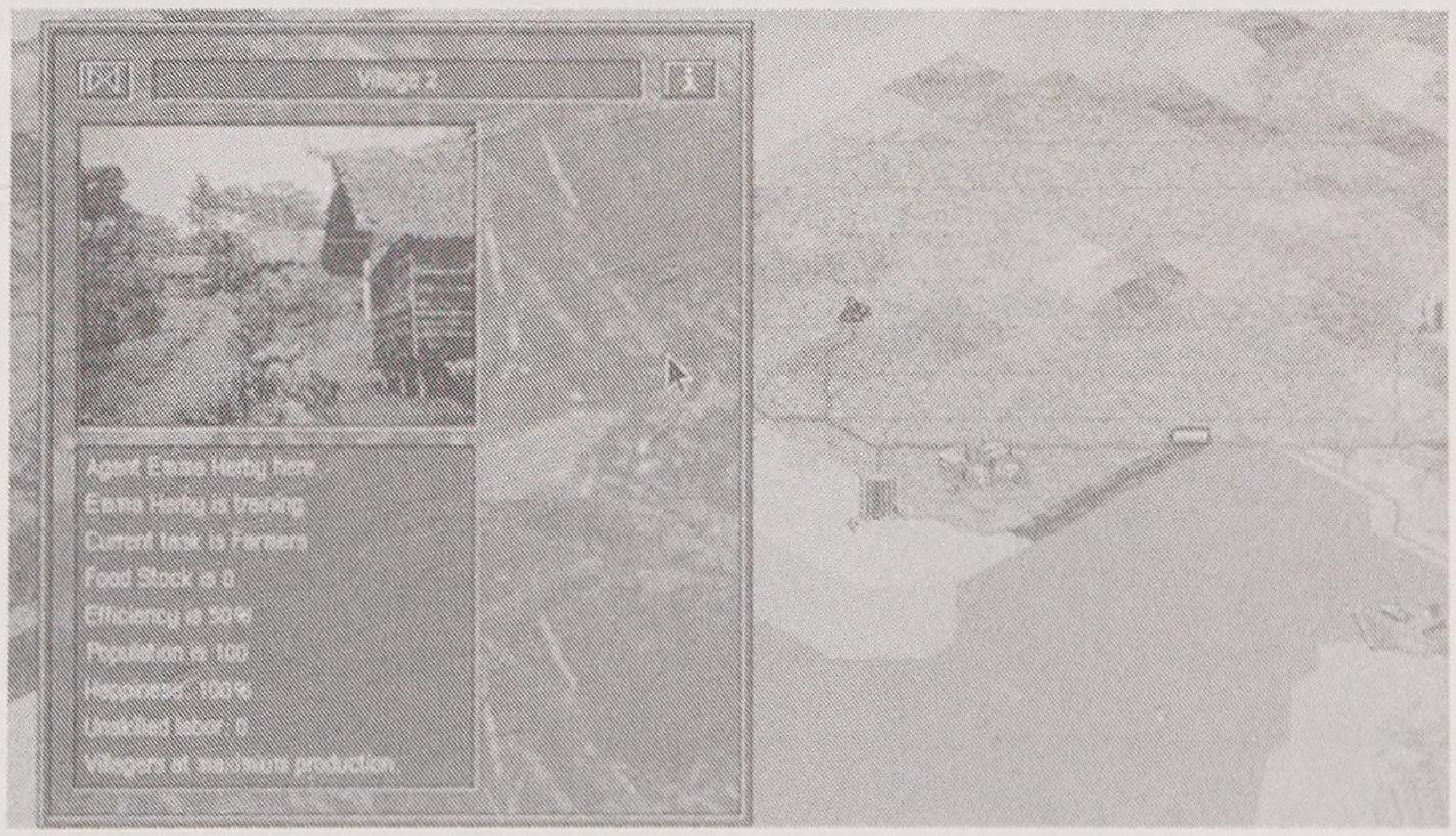
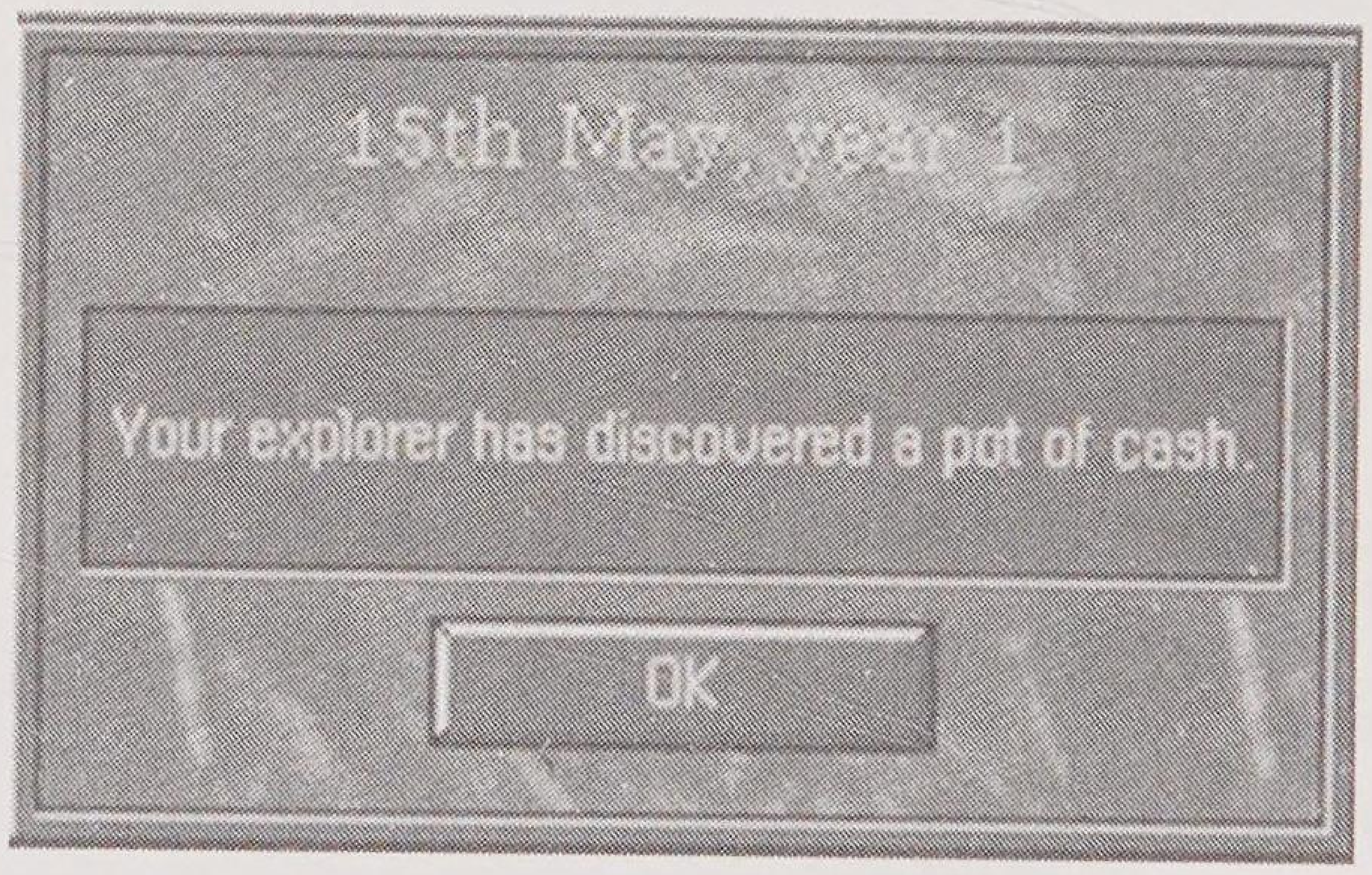


Figure 5-03. Emma's increased local ecology skills allow her to batch train villages for a rapid boost in food production.

Ian grabs his hammer and travels to a site just outside of town where he erects a wind plant. When it's up and running, I direct Ian to the beach south of the ferry port where he constructs a tourist accommodation.

NOTE: I remember to situate these new digs on the beach, so the hotel can qualify for beach resort status, as denoted by one of those multi-colored beach umbrellas.

A ferry port typically provides a nice supply of visitors, so I have Ian extend the hotel capacity to 30. Because I want these guests to come back again and again (and rave to their friends!), I ask Andy to tweak the quality until it's registering a solid 5 on the Accommo-Meter. One quick assessment of the island's tourist facilities lets me know that things are on track. We're in business.



15th May, year 1

Your explorer has discovered a pot of cash.

Figure 5-04. There are plenty of goodies to be found by a well-trained explorer.

It's time to take advantage of a SimIsle phenomenon: Explorer agents who've received mega-doses of training can often stumble across all types of neato discoveries. Because some of these discoveries involve tidy sums of EMUs, I figure it's time to find a plucky agent with eyes for adventure. I choose Karen (Exploration), and soup up her training at Agent Headquarters. After she's at a robust 90 percent, I start moving her around to various points on the island.

During the course of her meanderings, Karen uncovers a variety of treasures. The most valuable of these are the pots of cash she stumbles across, with each containing a whopping 10,000 EMUs. I have no intention of letting this newfound money burn a hole in my pocket so I immediately send Ian back to the town, where his first task is to upgrade each of the four facilities. Then, his second task is to wait there patiently until the town evolves into a city. When that blessed event does occur, I have Ian build a heavy industry plant. Neil joins Ian and switches production at the plant to Internal Use, and hits the Buy Product button to have 10 units of heavy machinery overnighted to the island.

Buried Treasure
To receive a major increase in money, save any mission with the name **iaintestedico.** When you reload the mission with that name, your money will increase.

Oddly enough, my plans for this plant don't include the workers. I leave a quick message for Neil and Ian: "Boys, hope everything is going well for you there. You've done a bang-up job and your magnificent efforts won't be forgotten. Thanks again. By the way, please fire all the plant employees."

I'm no Scrooge, however. I agree to leave one worker at the plant.

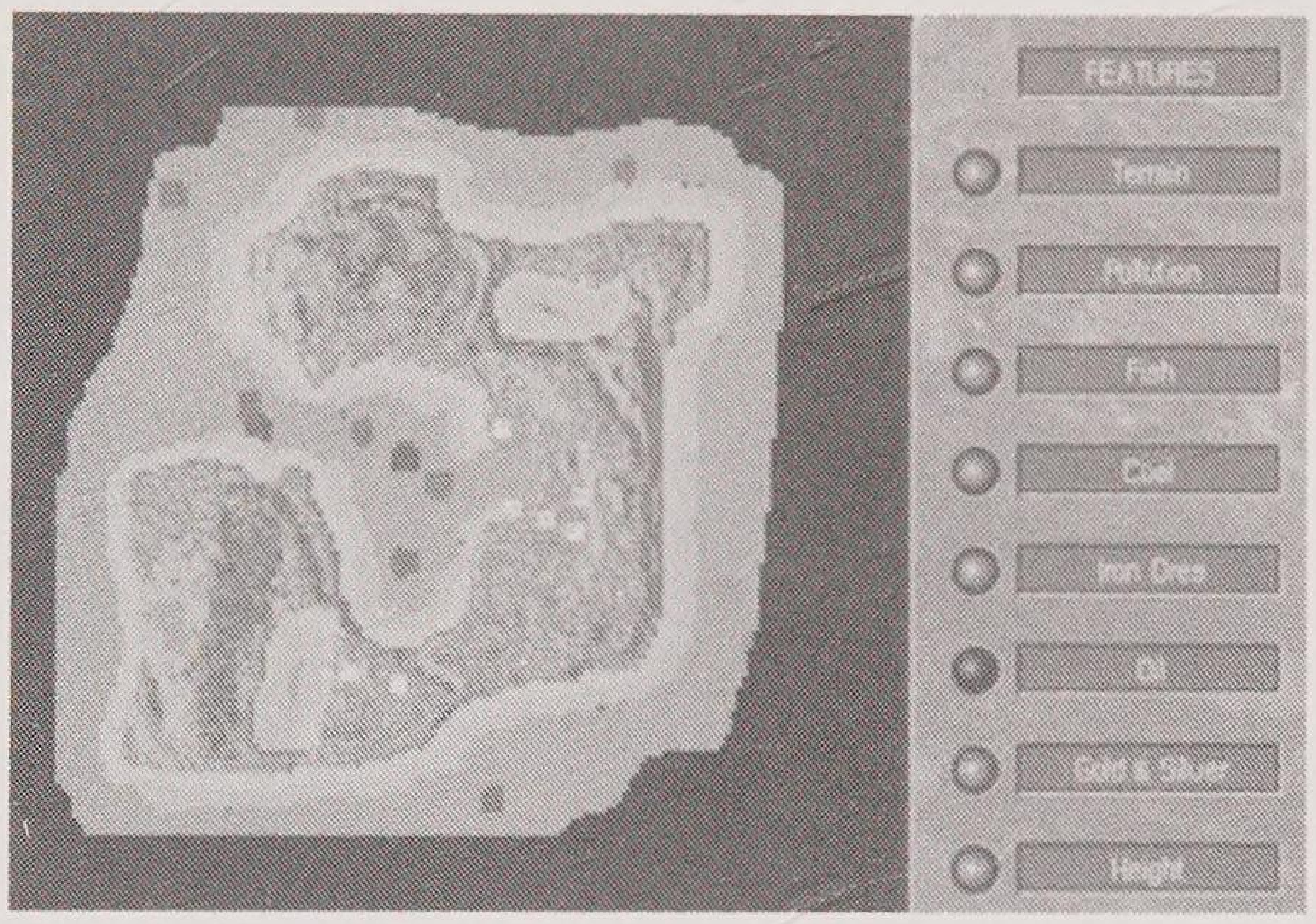
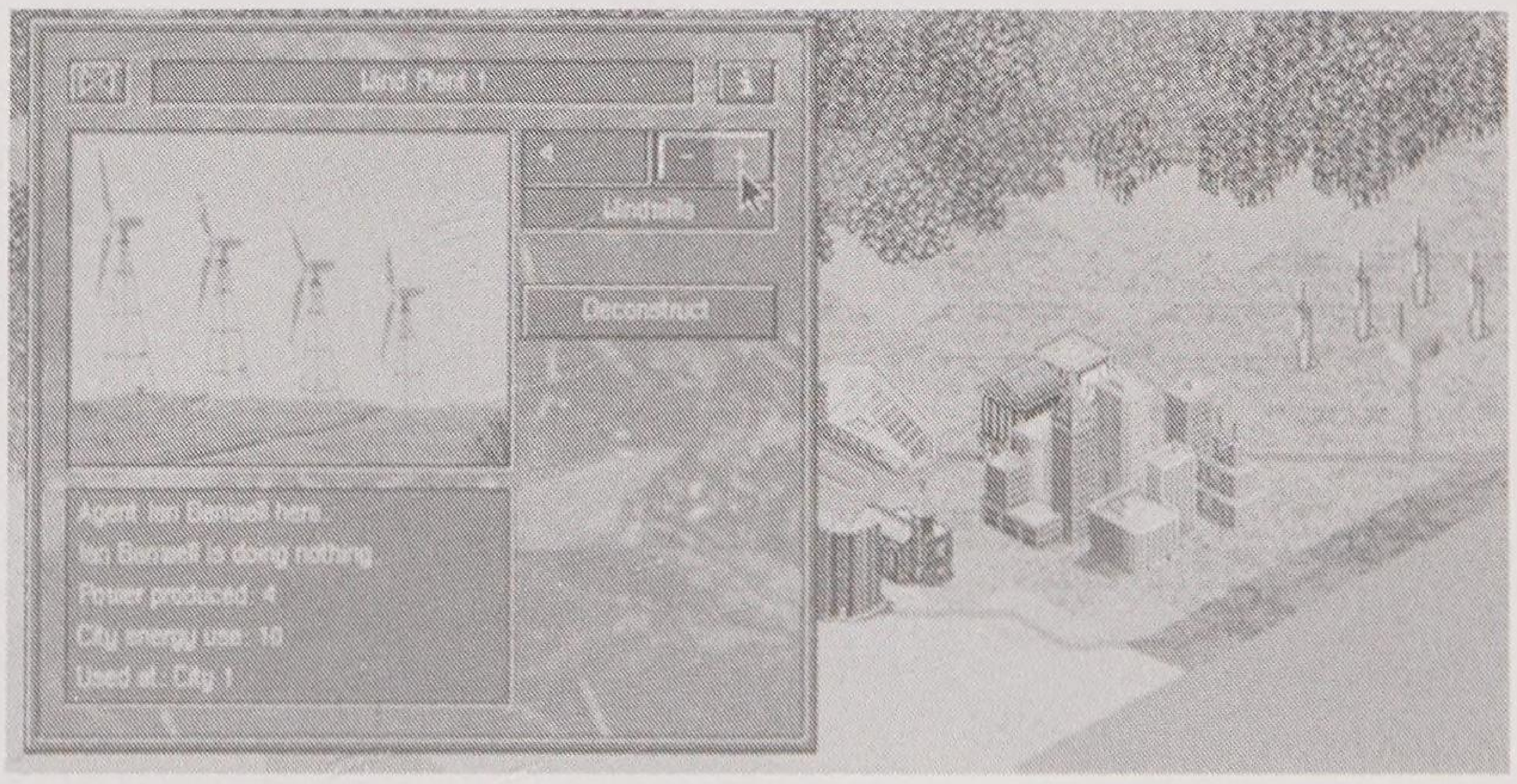


Figure 5-05. A look at the 2-D map shows a prime reddish-brown oil deposit centered in the bay and ready for drilling.

Remember that massive crate of heavy machinery I had sent to the island? Well, it's about to come into good use; I'm going into the oil business. I switch to the 2-D screen and click on oil—and there it is: an oil deposit in the middle of the bay, not far from the ferry port. It's a beautiful red-brown hue on the map, but once I siphon it out of the bay, I expect it to turn a delightful shade of green (the color of EMUs).

Ian's my construction worker of choice, and I send him out to the proposed drilling site. His first chore is to build a rig, followed by a matching pump station poised on the shore. I send Neil to the rig next, and he carries out my oil-thirsty designs by clicking on the Drill Double button.

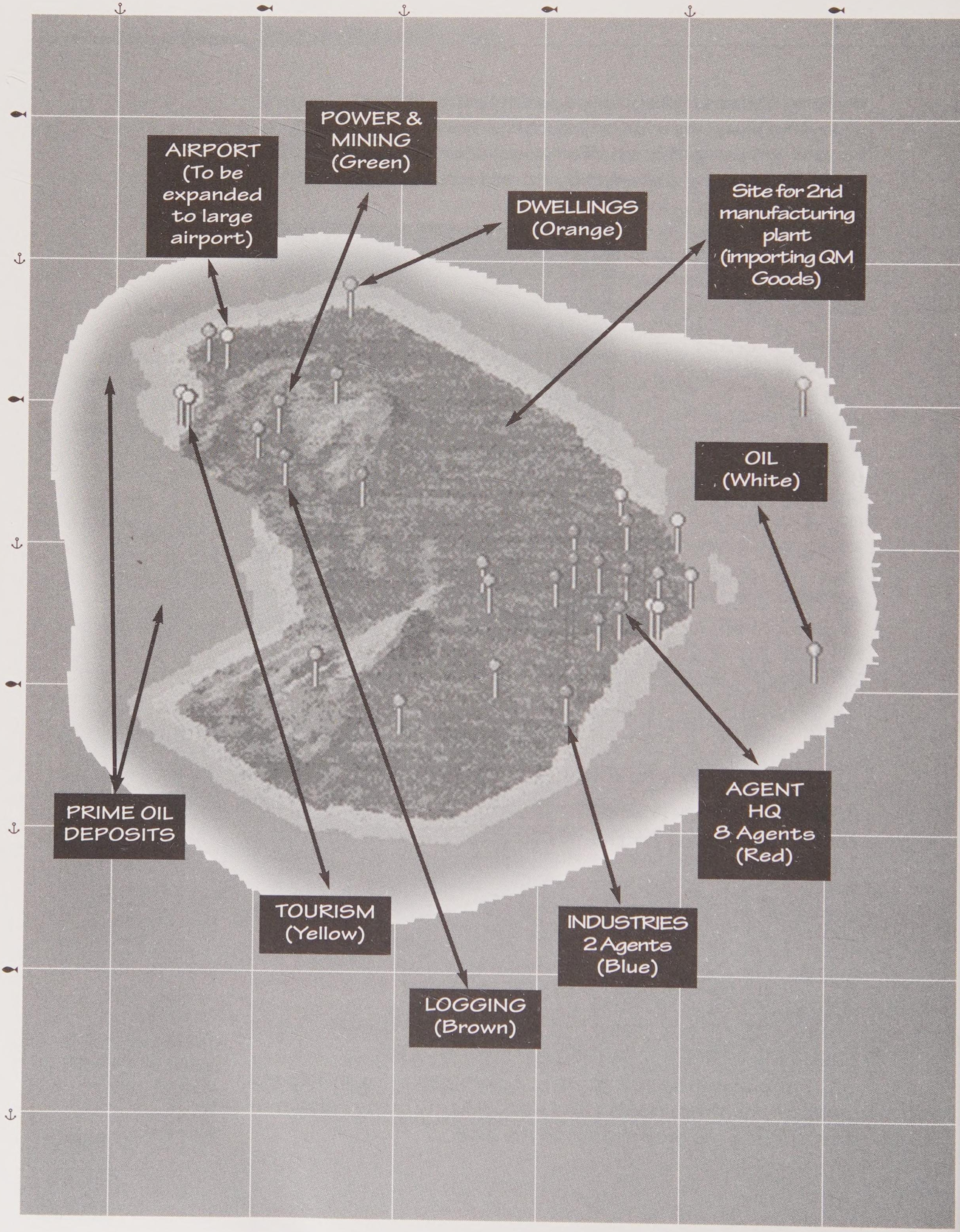
The rest of the mission is about scenario maintenance. For instance, I direct Ian to the energy-eating city that used to be a town. I have him add enough windmills at the wind plant to satisfy the city's power cravings.

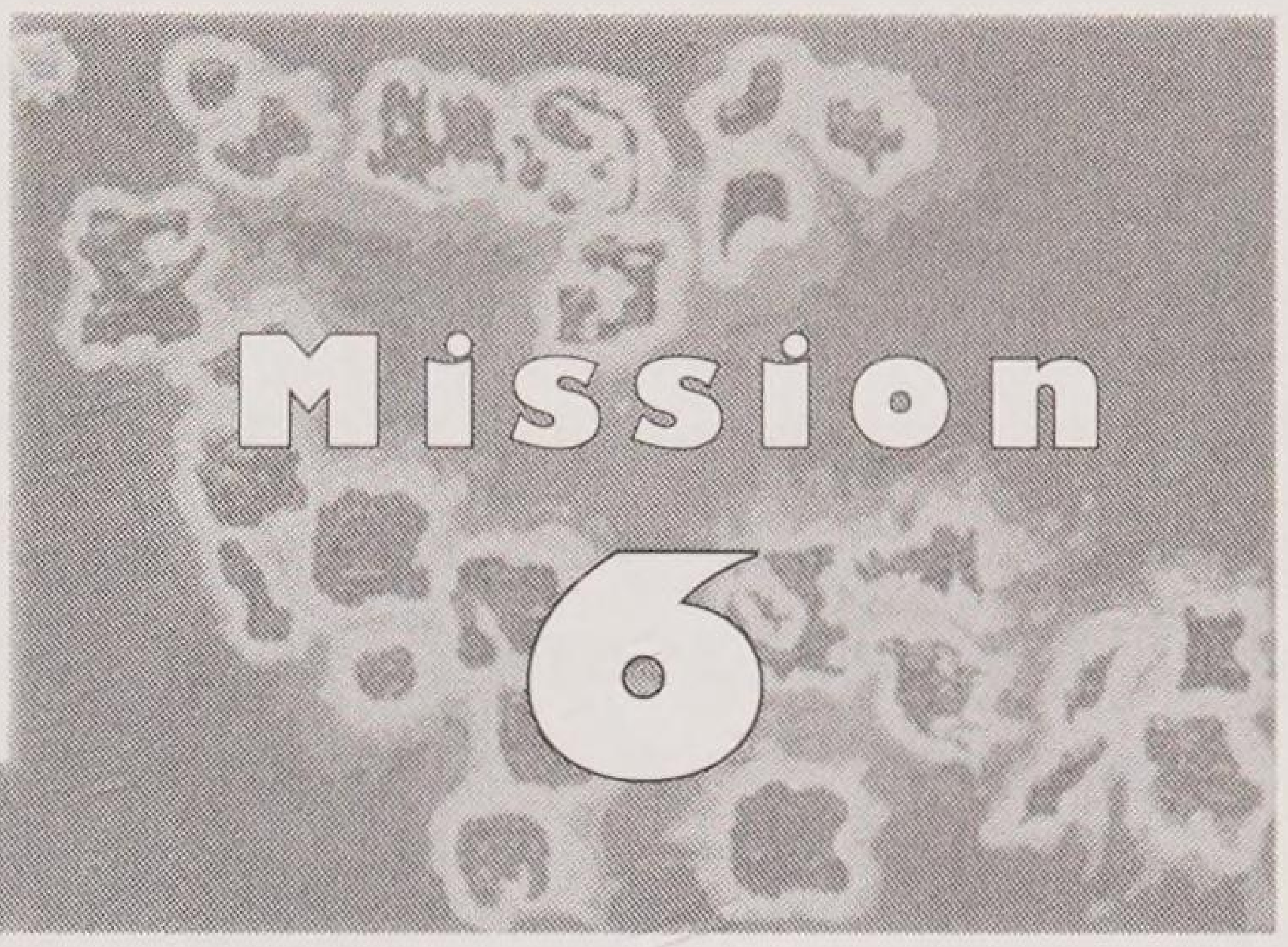


Agent Ian Barnwell here.
Ian Barnwell is doing nothing
Power produced: 4
City energy use: 10
Used at: City 1

Figure 5-06. With Superb facilities and a sufficient supply of power, a city will actually turn a fairly good profit.

That's about as hectic as my days get, though. I spend most of the time relaxing and watching my money accumulate, bringing me ever nearer to my goal.


POWER & MINING (Green)
AIRPORT (To be expanded to large airport)
DWELLINGS (Orange)
Site for 2nd manufacturing plant (importing QM Goods)
OIL (White)
PRIME OIL DEPOSITS
AGENT HQ 8 Agents (Red)
TOURISM (Yellow)
INDUSTRIES 2 Agents (Blue)
LOGGING (Brown)



Mission 6

Motor City: A Car in Every Garage

Mission Briefing

The island is poised to become an automaker of significant proportions. Present demand for your vehicles is surprisingly strong, prompting you to shift production into high gear. You have 10 years to build 100 Quality Cars. The meter's running ... so buckle up and get moving.

I can see it now. All the giants of automotive history are watching me: Ford, Ferrari, Chrysler ...Yugo. All the greats want to see if I have what it takes to join their select number. I'm betting I do, although it'll be a long, hard climb.

My first step, therefore, is to start the move to manufacturing. I summon Dee (Negotiation) and send him to my oil pumping station to switch our production to Export. He'll then visit both sawmills after leaving the pump station and change the distribution at each to Internal Use.

I also give Dee instructions to import building materials at the sawmill whenever necessary, buying in increments of either 500 or 1,000 units. Morv (Construction) will put the first shipment of wood to use by building one of each facility (hospital, college, etc.) at the city.

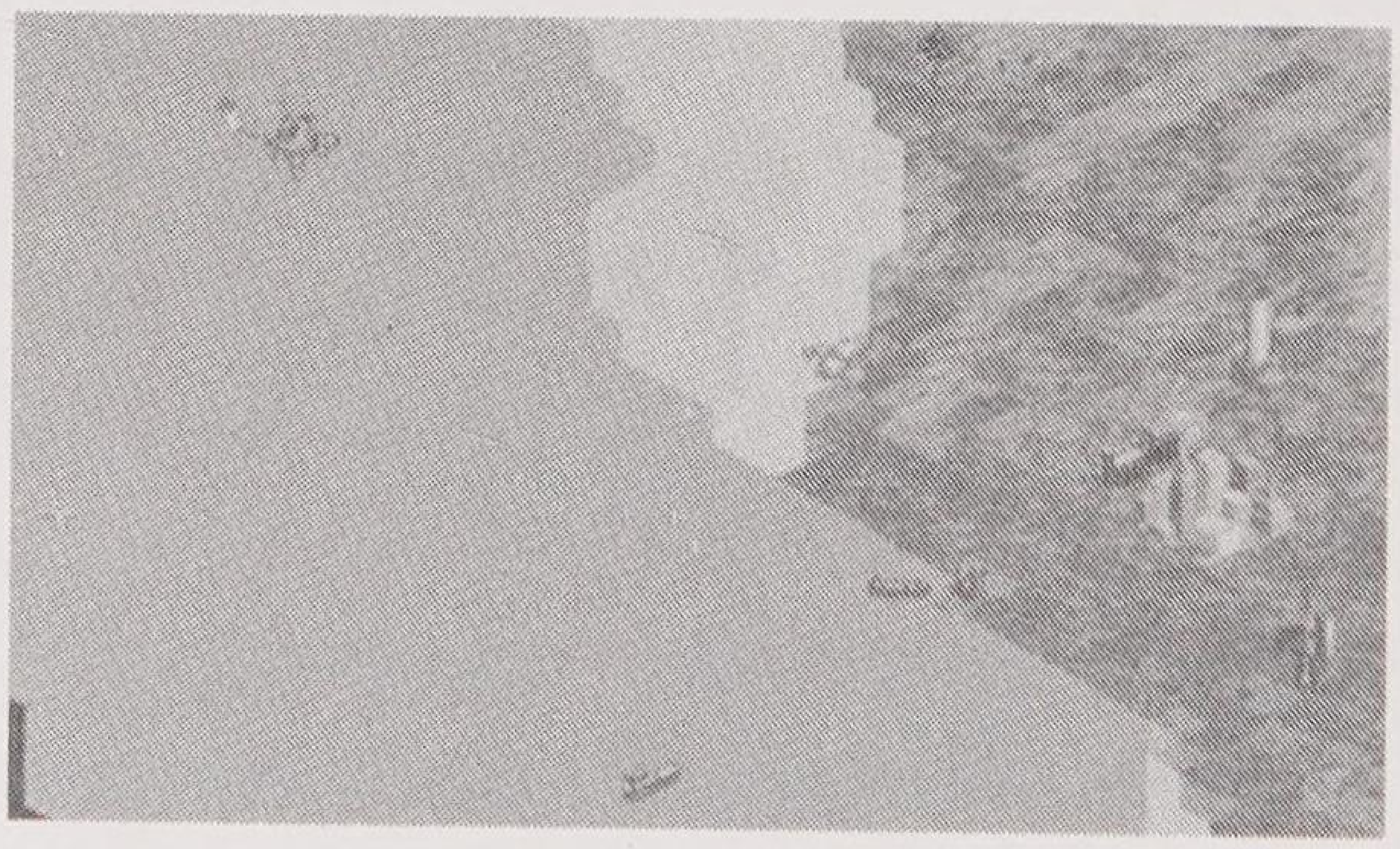


Figure 6-01. The two added oil rigs on the western side of the island help to stabilize the island's bottom line.

Morv then heads out to sea on the western side of the island, placing two oil rigs over pockets of the crude. She then constructs a single pumping station along the shore roughly halfway between the two rigs. Paul (Industrial) moves to each of the four rigs and selects Drill Double. Then I instruct Morv to add a new tanker to each of the two newly built rigs.

Now it's time to do some agent shuffling. Back at headquarters Dee trains Morv, enhancing her construction skills to 77 percent so she can handle her next project—expanding the airport. I also notice that Emma's local ecology skills are redundant and Sandra's fauna and zoology training is just plain obscure. I call Emma and Sandra into my office and let them go, assuring them that if we start developing a grass-covered car or an engine that runs on roots and berries, we'll be in touch.

That dirty business finished, I start concentrating on creating a lucrative tourism industry. In preparation, Dee imports 2,000 units of wood. Then I direct the newly trained super agent Morv to the airport, where she supersizes it. Next I send her to the island's only hotel where she expands it to 60 rooms. I then call Andy (Local Culture) and have him increase the hotel's quality level to 10.

This hotel's now in good shape, but I decide we need two more modeled after the first (capacity of 60, quality level of 10) and I tell Morv in no uncertain terms that I want these new accommodations situated on the beach.

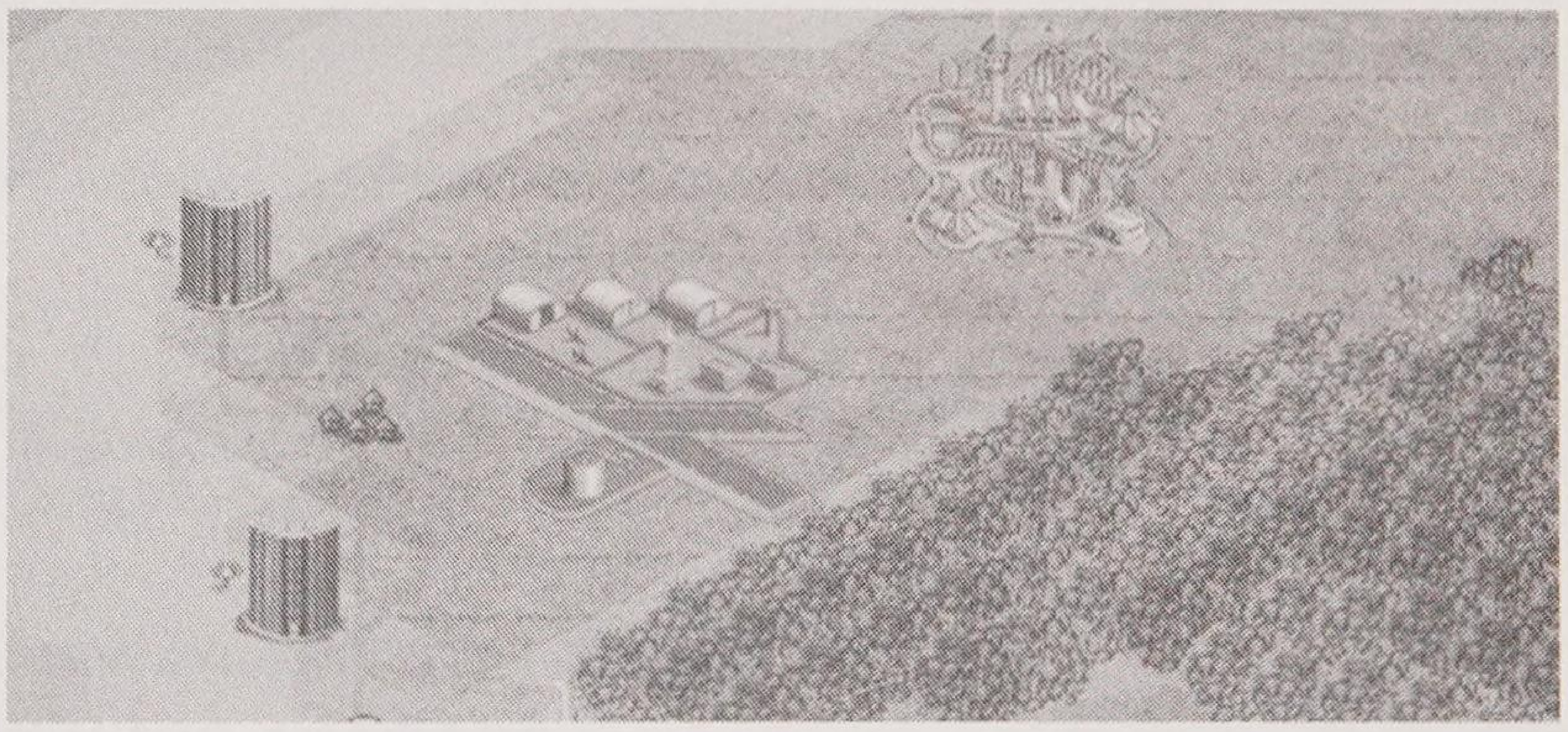
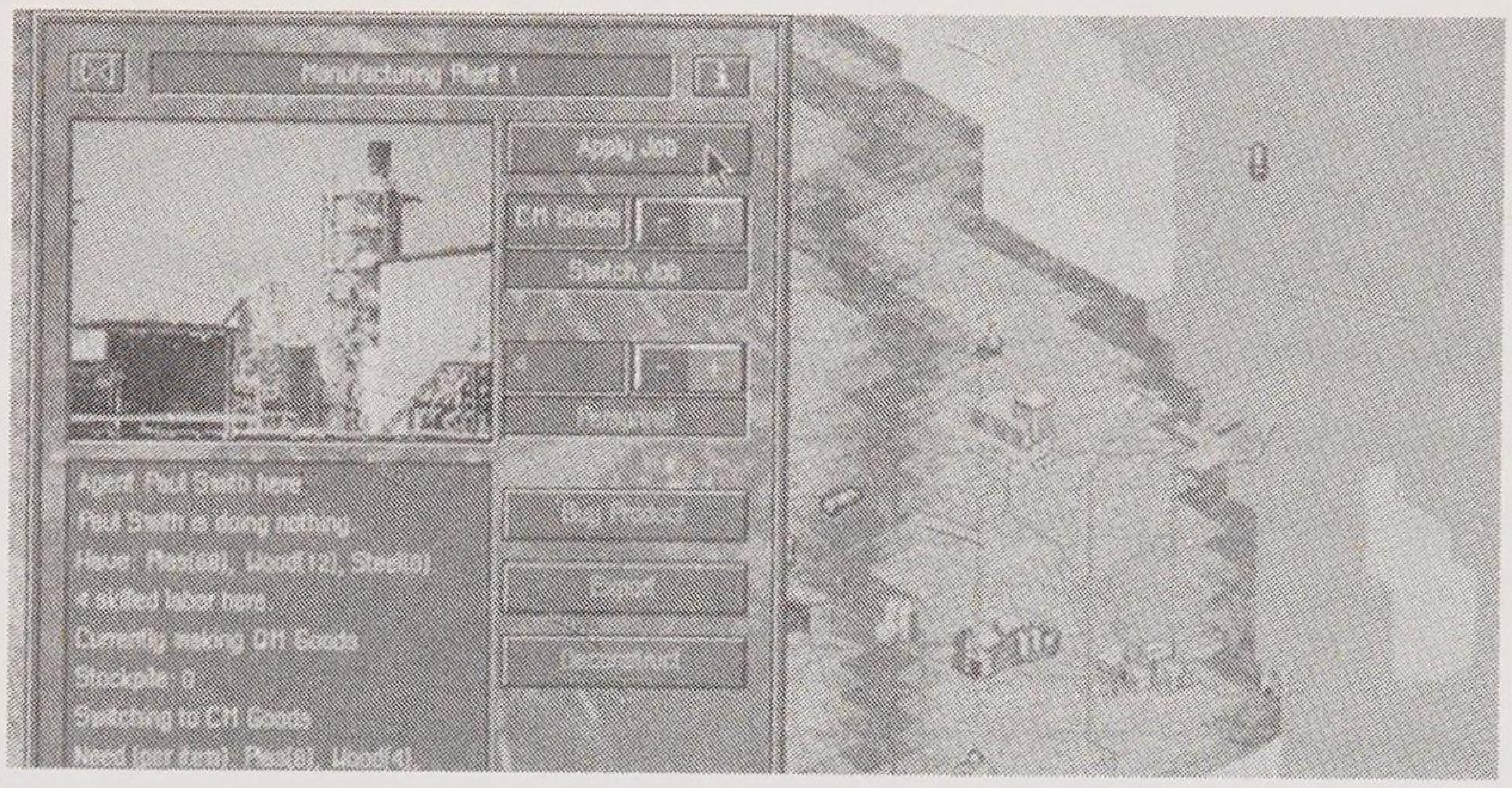


Figure 6-02.
A thriving tourist industry is another great way to bring EMUs to my island.

Luxury hotels are all well and good, but to lure more tourists we need something exciting and unique—an attraction. I send Morv to a site just east of the airport where she constructs a tourist attraction and expands it to a capacity of 31. I bring Andy and Iain in on the job, since between them they have the skills to max out the attraction's excitement level at 20.

Each of my beachfront hotels came with its own built-in resort, and Morv is increasing the capacity of each to 25. Then Andy and Iain boost the excitement level to 20 (i.e., parasailing, beach volleyball, and pools with swim-up bars). Our facilities will now be able to handle the overflow crowds. Excellent!

Now I can focus on manufacturing. My first tactical move involves sending Paul to the island's manufacturing plant and changing our production from Quality Manufacturing to Cheap Manufacturing. Cheap Manufacturing doesn't require steel—only plastic, wood, and wood waste. I have other plans for my steel, like mounting it on four rubber tires.



Agent: Paul Smith here
Paul Smith is doing nothing
Have: Plas(68), Wood(12), Steel(0)
4 skilled labor here
Currently making QM Goods
Stockpile: 0
Switching to CM Goods
Need (per item): Plas(6), Wood(4)

Figure 6-03. Cheap Manufactured Goods are one of the four ingredients of a Quality Car.

Now to begin the steel harvest I click on the 2-D map, select iron ore, and let the colors guide me. When I stake out an orange ore-rich spot, I move Morv there and have her erect a mine. Paul sets the operation to Drill Double, while Dee switches production to Internal Use.

Next I direct Morv up to the island's northeastern coast. We're scouting a building site for a new manufacturing plant, the placement of which will be very important.

TIP: This new manufacturing plant will really be nothing more than an importing station, for bringing in Quality Manufactured Goods. As such, it's crucial that this new facility be placed far enough from the steel mill that NO steel is sent to it.

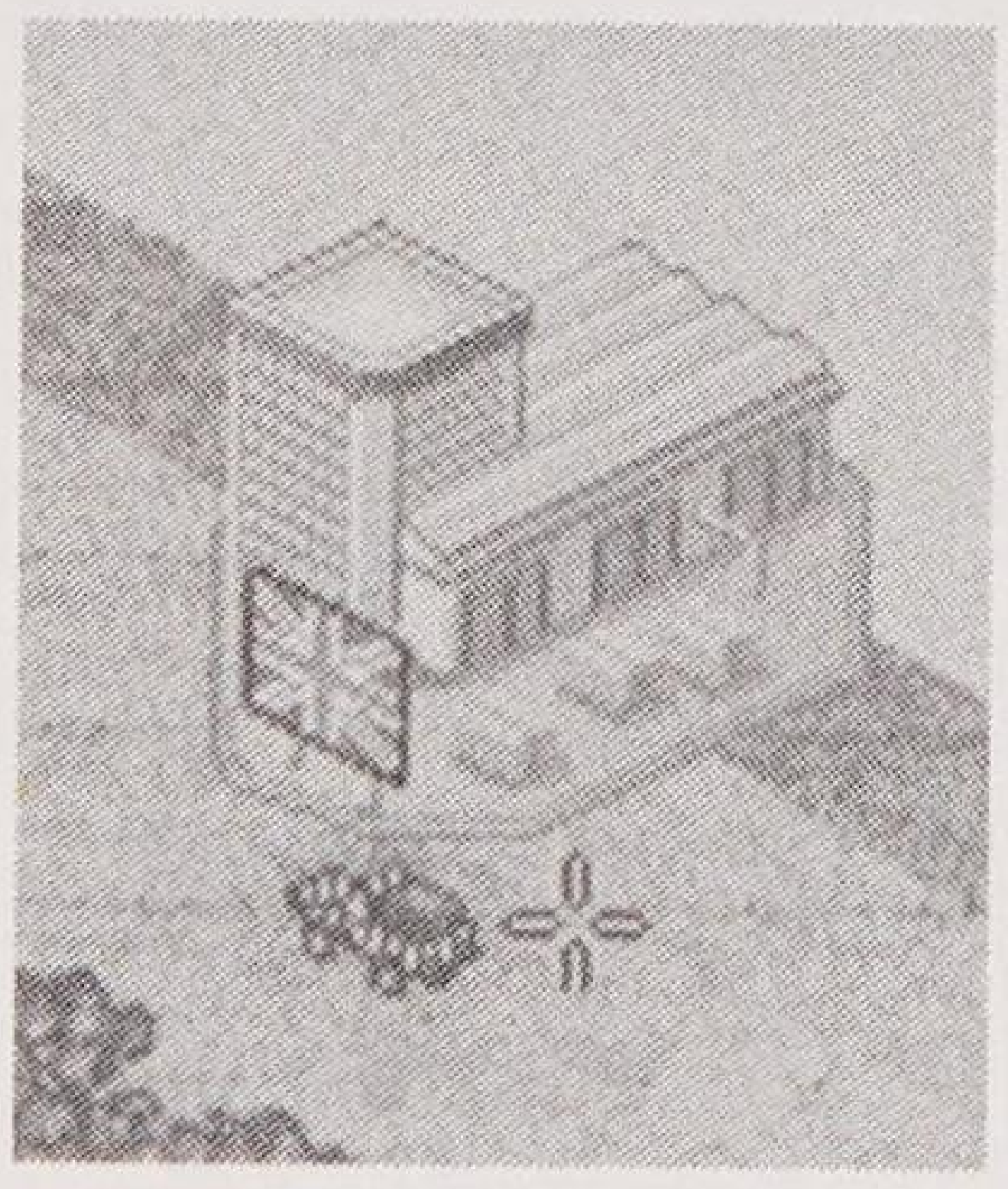


Figure 6-04. A second manufacturing plant is needed to bring the necessary Quality Manufactured Goods to the island.

At the new plant, I first have Paul change production to Quality Manufactured Goods. Dee then switches production to Internal Use. Since this plant will not be used for actual manufacturing, I have Dee fire all of the employees, except one. Dee's our designated shopper, and he imports 40 Quality Manufactured Goods with four clicks of the Buy Product button. Dee then matches that at the other manufacturing plant by selecting the Buy Product button six times for a yield of 60 Cheap Manufactured Goods.

It's time to put the island's warehouse to good use. I make room for 100 Quality Manufactured Goods and clear space for 500 units of plastic while I'm at it.

NOTE: Making room for Quality Manufactured Goods sends a message to the northernmost manufacturing plant. This plant will then connect with the warehouse and send the requested goods.

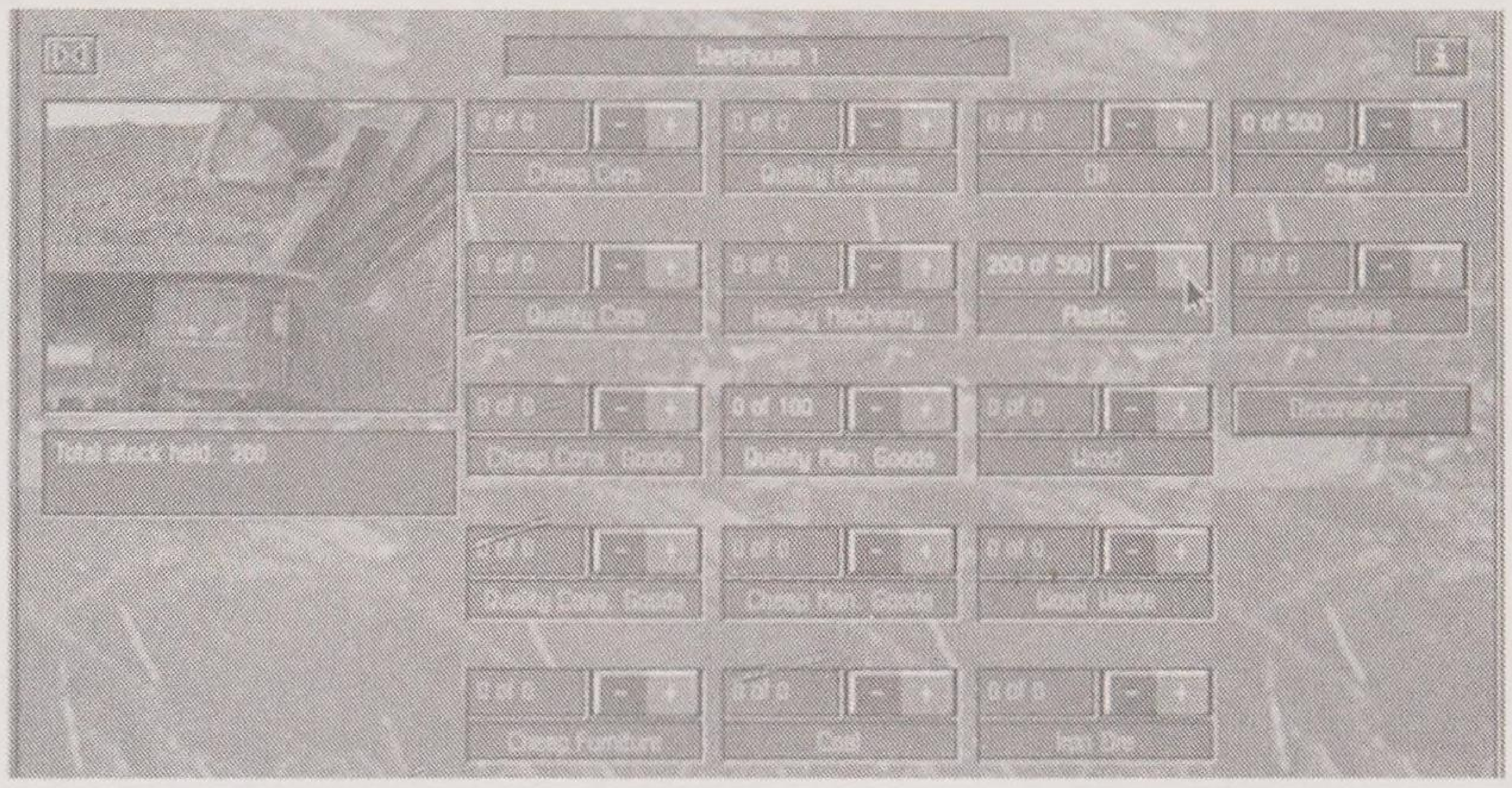


Figure 6-05. Aside from storage, the warehouse links two or more industries on the island that may be too far apart to interact otherwise.

To help meet my plastics needs, I send Morv to the southern coast. Near the chemical plant, I have her build an oil pumping station. We're going to be turning the oil into plastic, so Dee switches the pump station's distribution to Internal Use.

Since Dee is handy, I decide to use his employment skills to increase the number of laborers at the hi-tech plant to seven. Because I'm primarily importing at the nearby manufacturing plant Dee fires three employees there then rehires them at the hi-tech plant. While Dee's in a hiring mood, he adds seven workers to the staff at the steel mill .

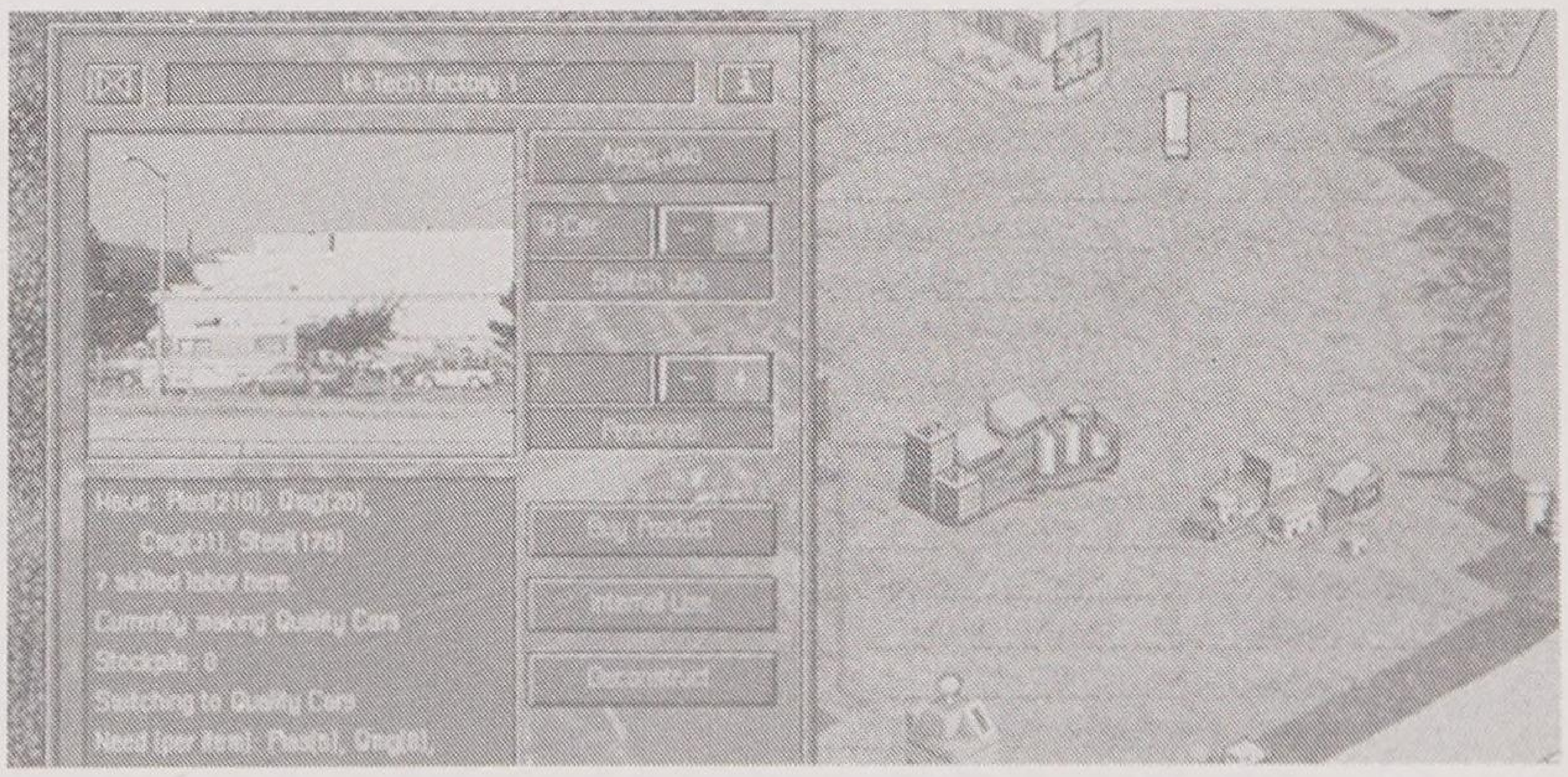
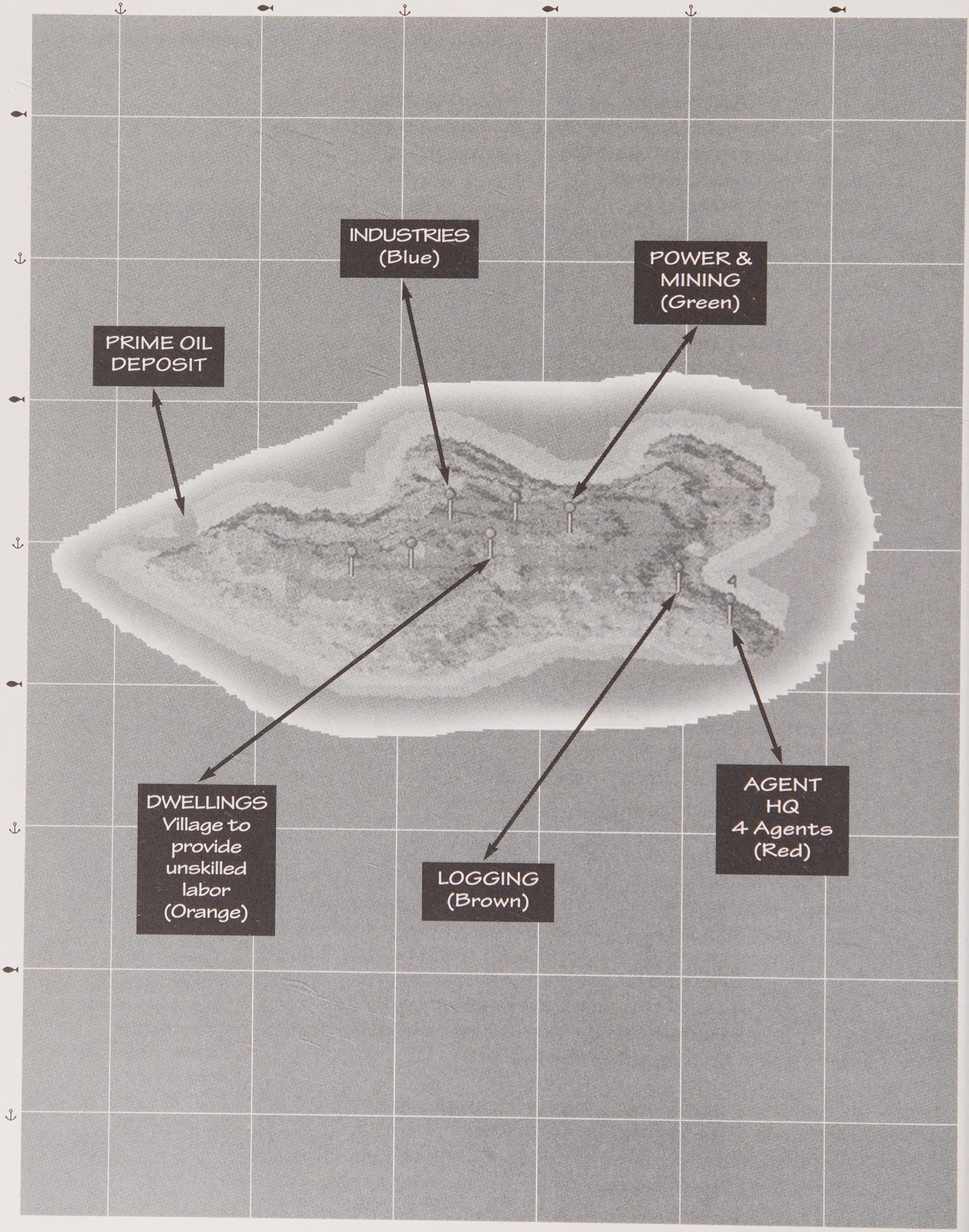


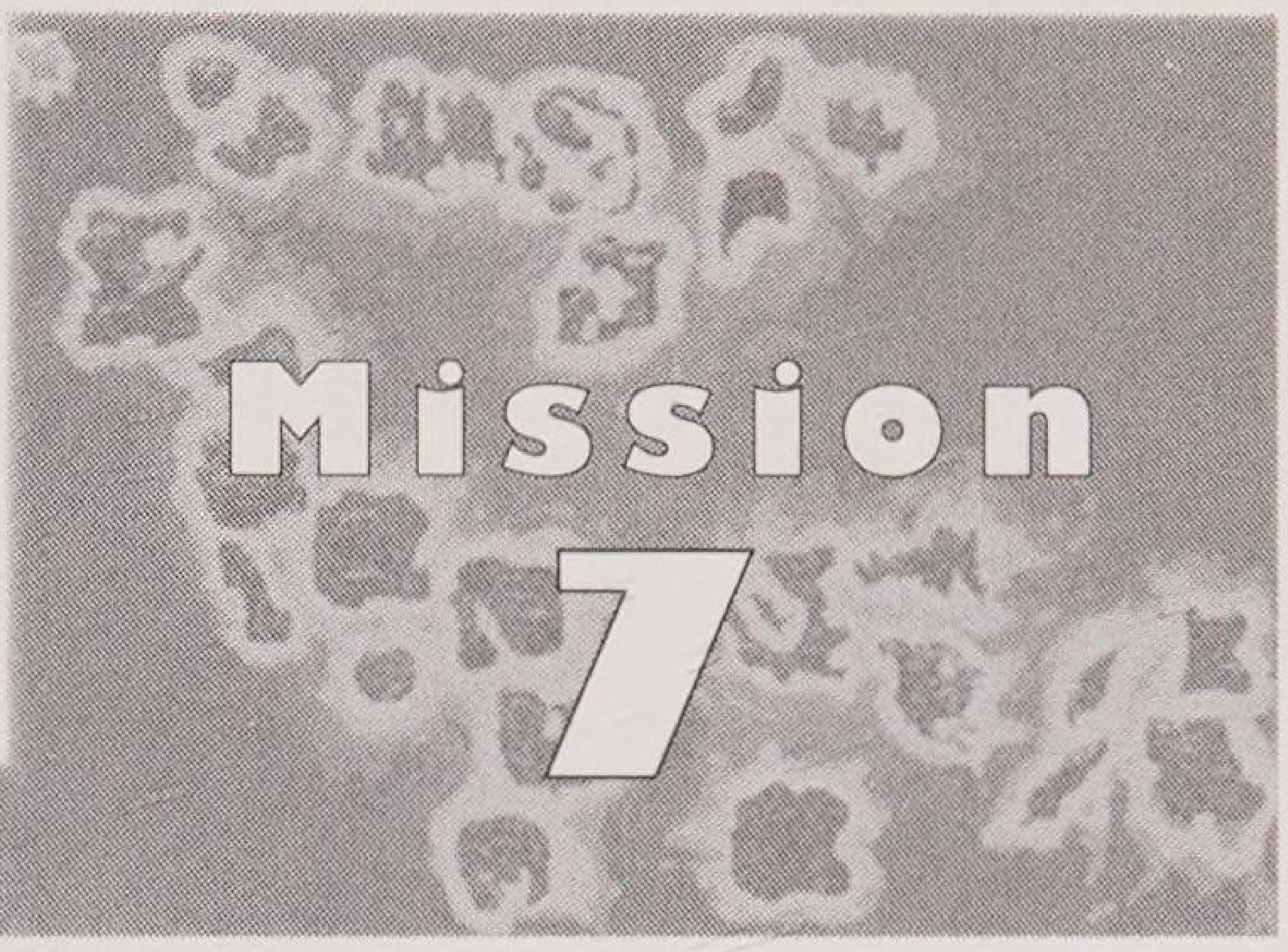
Figure 6-06. Adding skilled labor at the hi-tech plant results in quicker construction of each car.

The groundwork for my auto production has been laid and completing the scenario boils down to making regular acquisitions of needed materials.

CAUTION: Quality Manufactured Goods should be ordered with plenty of lead time, to make sure our assembly lines don't grind to a profit-draining halt.

I also instruct Dee to check in from time to time at the warehouse. As soon as the plastic count there hits 500, he is to switch our fourth oil pumping station to Export mode. After all, even auto barons can use some extra cash ...


INDUSTRIES (Blue)
POWER & MINING (Green)
PRIME OIL DEPOSIT
4
DWELLINGS Village to provide unskilled labor (Orange)
LOGGING (Brown)
AGENT HQ 4 Agents (Red)



Mission 7

Tourist Haven: Boss! Ze Plane!

Mission Briefing

This is another island where tourism is the most important trade. Here, you have to oversee the tourist industry, making sure that 5,000 visitors come to the island within five years.

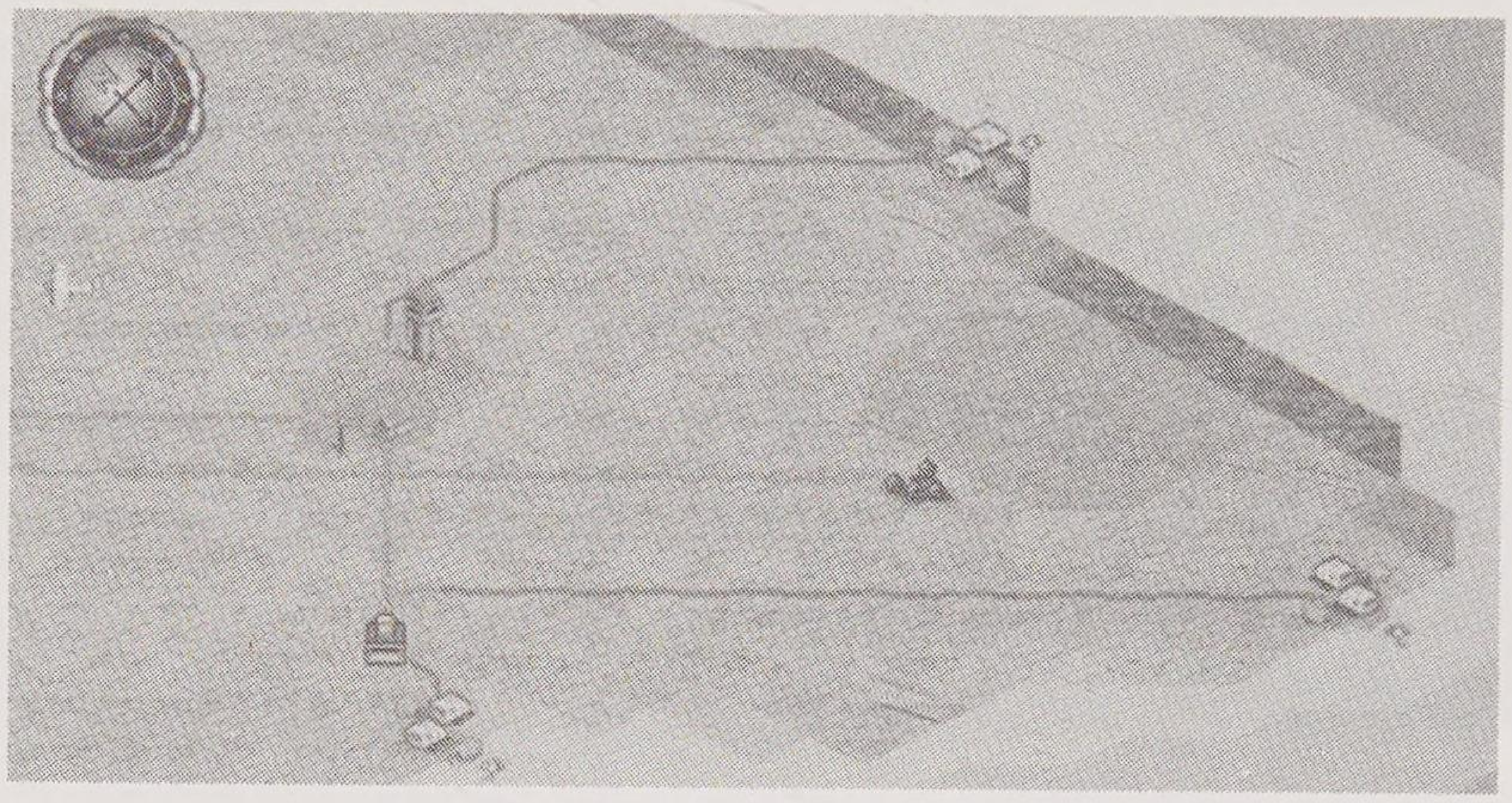


Figure 7-01. With no landings for a ferry port, air travel is the only way to bring tourists to the island.

Forget about names. On this island everyone is just a number. I have a feeling this island will resemble an experiment in cattle farming or sardine packing more than an exercise in tourist management. Here's hoping the saying, "Build it, they will come" holds true.

First and foremost, there must be a means for tourists to reach the island—after all, it is an island. I move Bob (Construction) to the southeastern corner of the island to build an airport. Upon its completion, Bob constructs three tourist accommodations along the coastline, each with complementary beach resorts. Each accommodation has 18 rooms.

CAUTION: Newly constructed airports will occasionally bring competing interests. Although their presence MAY take away profits, the extra rooms help reach the 5,000-tourist goal.

While I'm waiting for the first batch of tourists to arrive, I send Doug (Industrial) and Dee (Negotiation) to the coal mine. Because the island has no cities and I don't plan to build any, there is no need for electrical power. Thus, I can export my coal for profit. And because

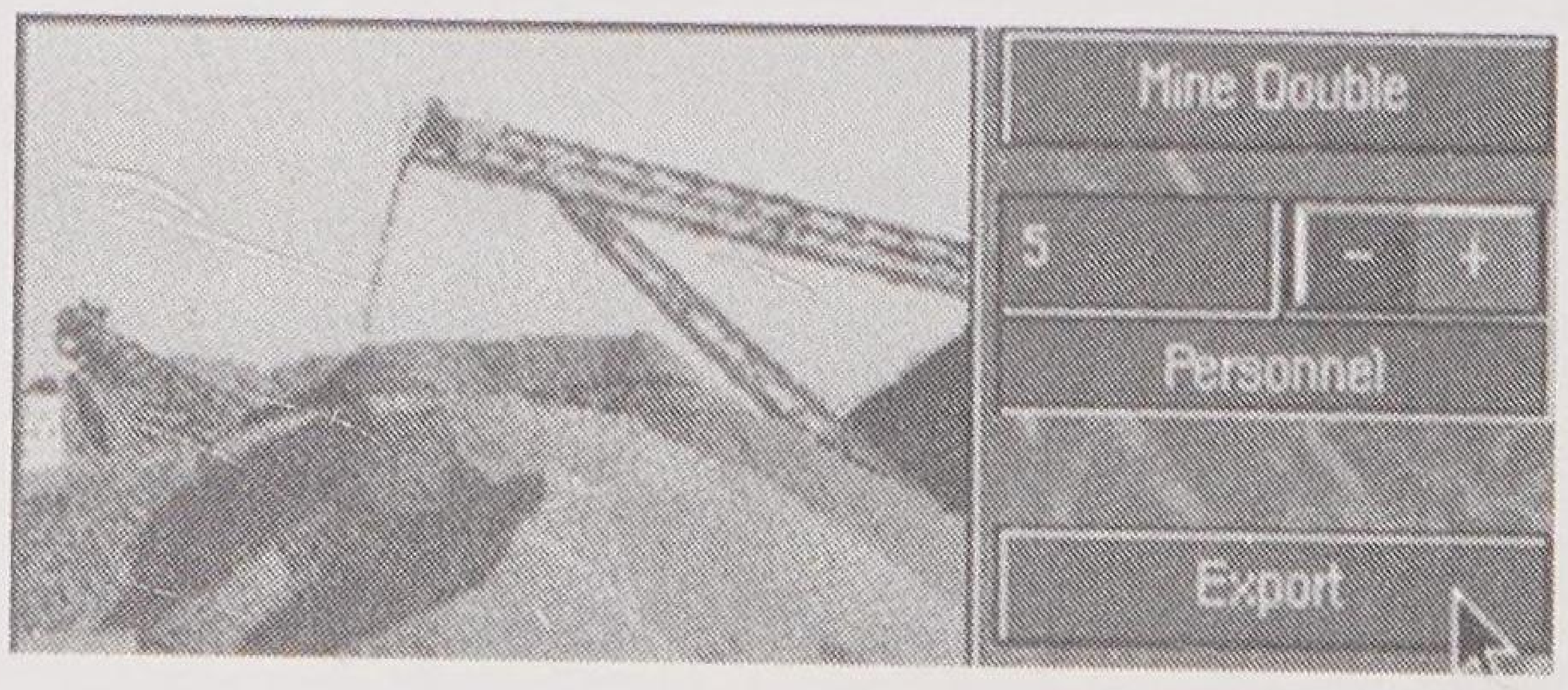


Figure 7-02. Shifting the coal and iron ore plants to Mine Double and exporting the resources gives the budget a boost.

I'm feeling particularly greedy, I order Doug to instruct the mine to Mine Double. I also send him to the iron ore mine, which is already exporting, and he gives the Mine Double order. This should help keep me afloat until the tourist money starts rolling in.

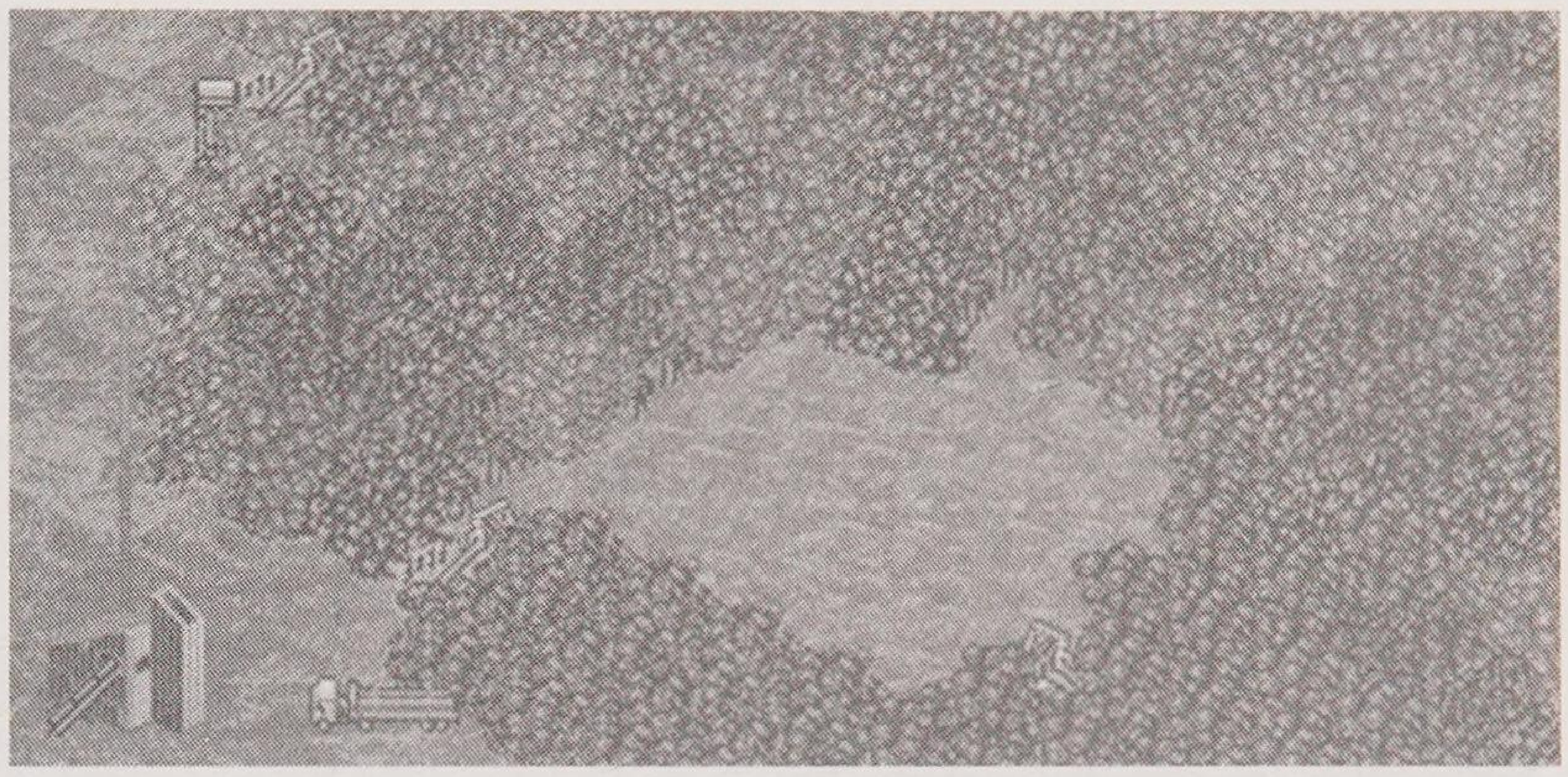


Figure 7-03.
A sawmill and several logging camps provide materials necessary for the heavy amounts of construction and expansion.

If I'm going to reach my goal of 5,000 visitors, I have a lot of construction ahead of me. I need building materials, so I set up a sawmill and a few logging camps. I've noticed that the western end of the island seems to have some rather dense areas of trees, so I instruct Ian Banwell (Construction) to set up shop there. I've been provided with enough unskilled labor from the villages for four logging camps, which I place in the more dense areas of the forest. Dee then changes the sawmill's orders from Export to Internal Use.

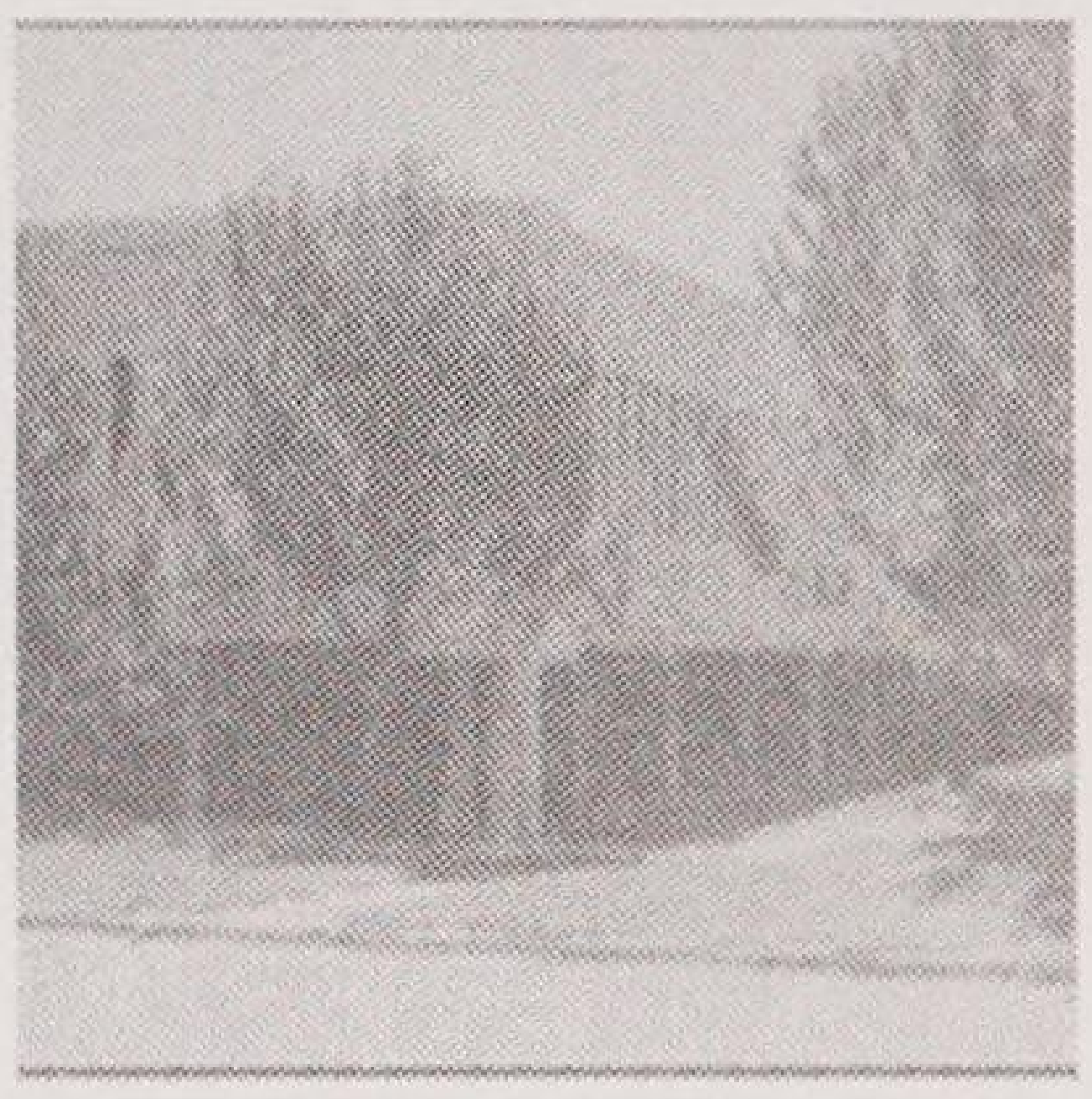


Figure 7-04.
At Agent Headquarters, Dee has the ability to train Bob to the skill level required for large airport construction.

Back at Agent Headquarters it's time to do some housecleaning. Agents Joan, John, Rick, and Kev are drawing a salary but aren't needed on this island, so I instruct them to clean out their desks and take the next plane out.

I eventually want to build large airports and will need a Construction agent with a 75 percent skill level. I decide to keep two Construction agents, Bob and Ian, on the island because that will enable me to build simultaneously. But I only need one of them trained above 75 percent; I flip a coin and Bob wins. Bob and Dee head back to Agent Headquarters, where Dee continues to train Bob until he's above the 75 percent mark.

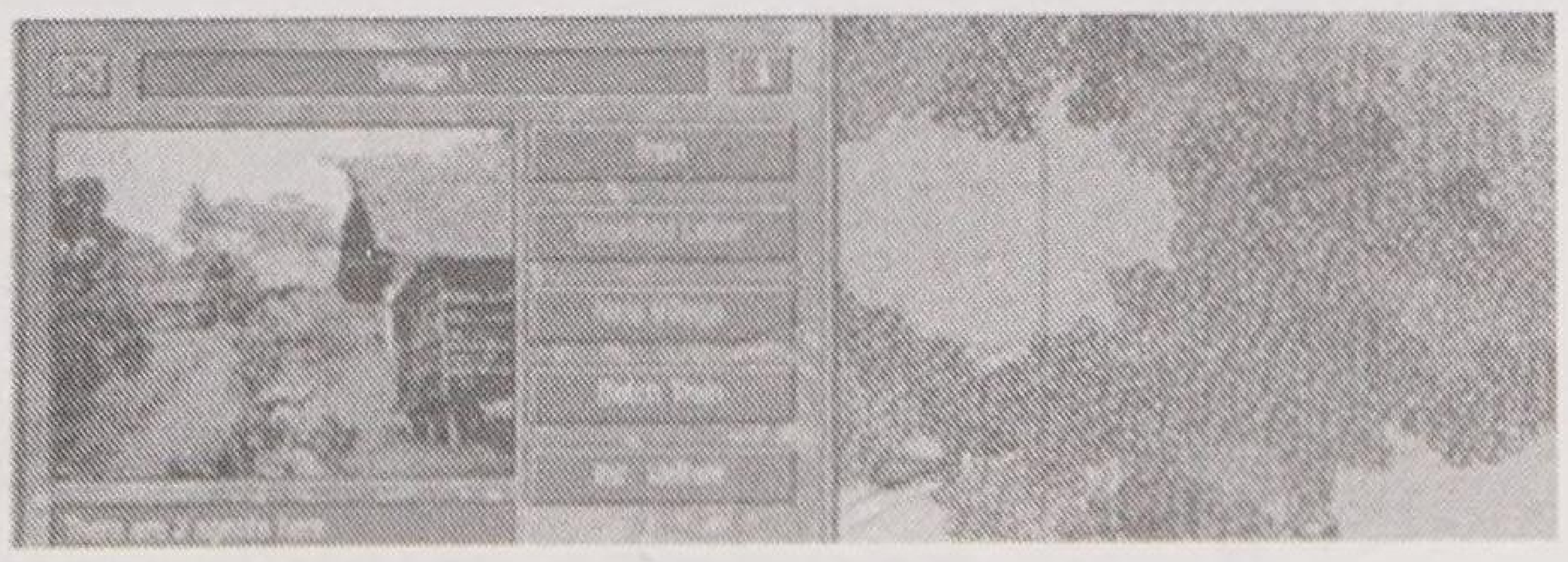
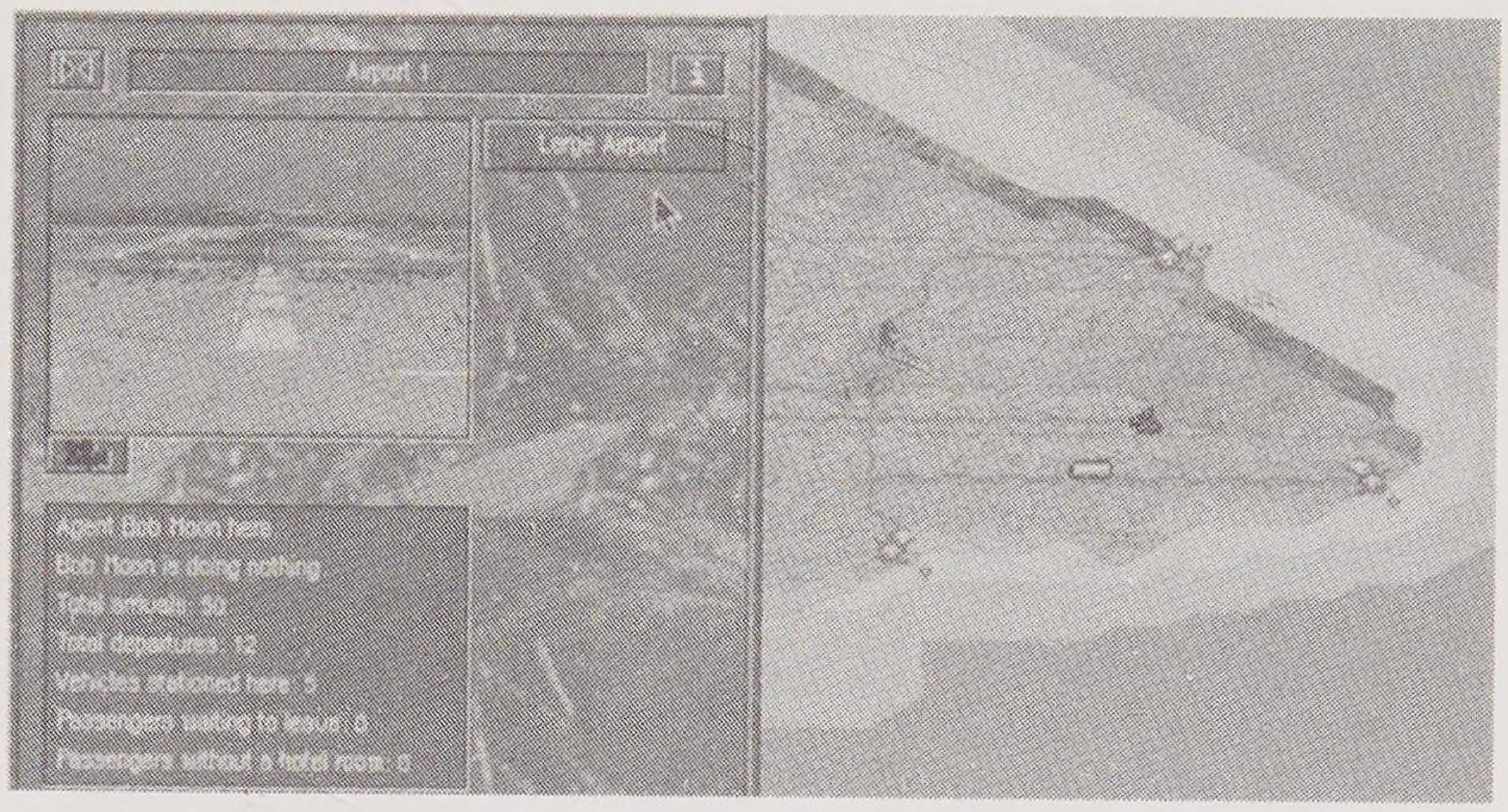


Figure 7-05.
More unskilled labor from the villages is needed to create additional logging camps and more building materials.

As soon as Dee is finished at Agent Headquarters, he and Iain McNeil (Local Ecology) travel to a village.



Agent Bob Hoon here
Bob Hoon is doing nothing
Total arrivals: 50
Total departures: 12
Vehicles stationed here: 5
Passengers waiting to leave: 0
Passengers without a hotel room: 0

Figure 7-06. The sooner a large airport is built, the sooner the droves of tourists arrive.

Iain trains the natives to increase their farming efficiency to about 80 percent, and Dee hires unskilled labor from the resulting population increase. Dee is looking for a total of about 15 workers—all to be used in new logging camps—but this takes a while. When he hires five workers, Ian Banwell constructs another logging camp in a thick forest area near the sawmill.

I send Ian to the clearing near the iron ore mine to construct another sawmill. The 10 unskilled laborers Dee recruits are used for two logging camps that connect to this new sawmill. Ian builds these when enough laborers are hired.

NOTE: The sawmills are available as an extra source of income should I begin to flirt with a financial deficit.

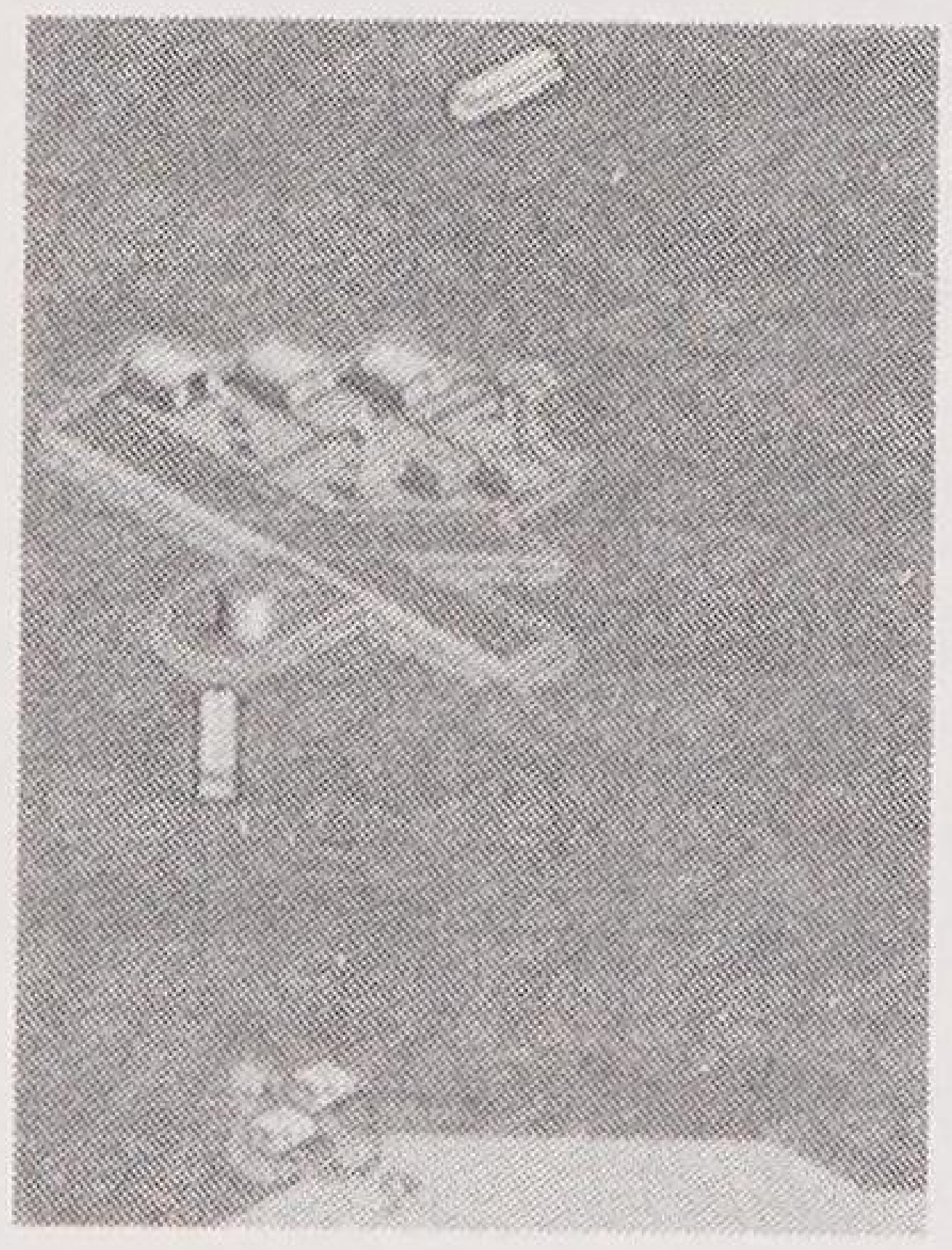


Figure 7-07. The increased influx of tourists means the accommodations will need to be expanded or tourists will become frustrated.

While I really need the wood for internal construction, I can quickly and simply have Dee switch the mills to Export until I've recouped a comfortable amount of cash.

Now it's time to start putting all of these building materials to good use—bringing in the tourists. Bob is at the airport, and I give him the go-ahead to make it a large airport. Rather than wait for my sawmills to collect enough materials, I send Dee to the sawmill to import some wood for this project. Basically, the large airport means more visitors per plane, so I have to be quick to keep up with the demand for more rooms.

TIP: I try to stay a bit ahead of the tourists, making sure there's plenty of overflow space for incoming flights. I discover that if tourists arrive and there are no rooms,

they have a tendency to become frustrated and leave. Then, the number of visitors seems to plateau or even drop off a bit. Lesson: It's better to have too many rooms than not enough.

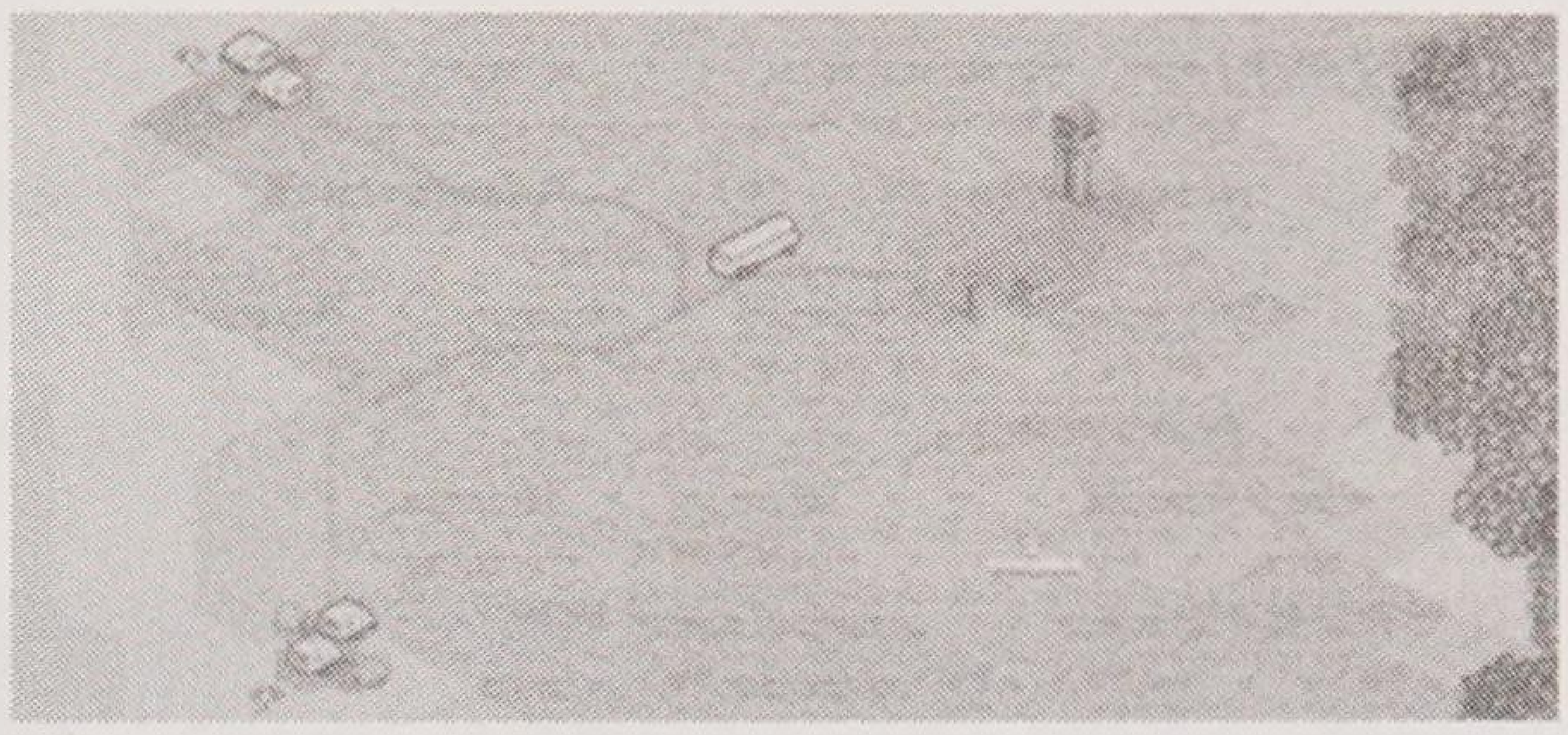


Figure 7-08. Once the northwest airport is constructed, a couple of small accommadations should suffice until the airport is upgraded to a larger version.

Because I'm not going to reach my goal with just one airport, Bob builds another small one on the northwest corner of the island. This small, northwestern airport now needs to be upgraded to a large airport as soon as possible, but until then a few small accommodations are constructed along the coast. Once the airport is expanded, four accommodations service it. A few of these are expanded to motels of between 25 and 49 rooms, in preparation for the onslaught of visitors arriving via the new airport.

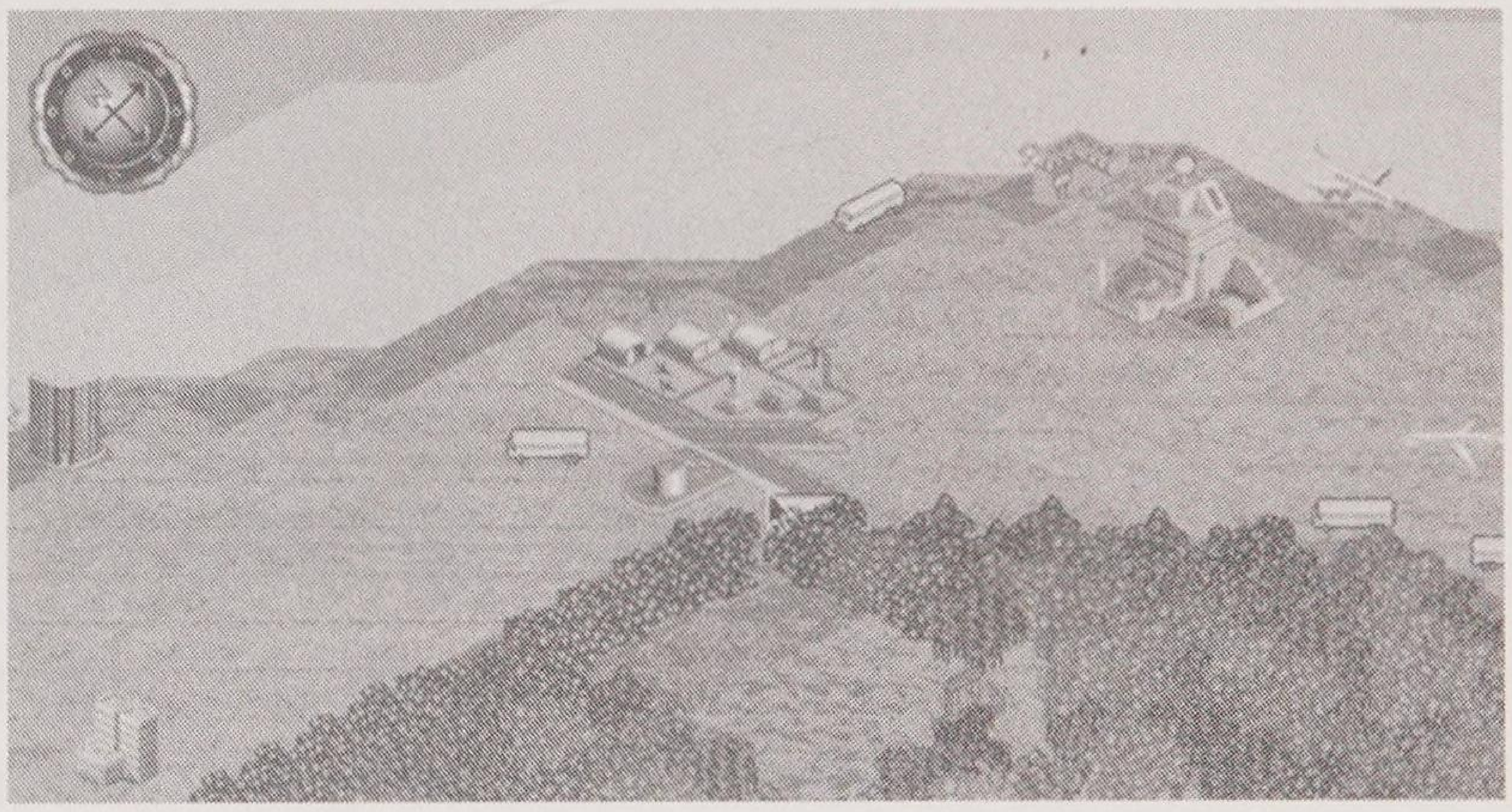


Figure 7-9. A third and final airport, located in the northeast corner of the island, offers enough to fill your tourist quota.

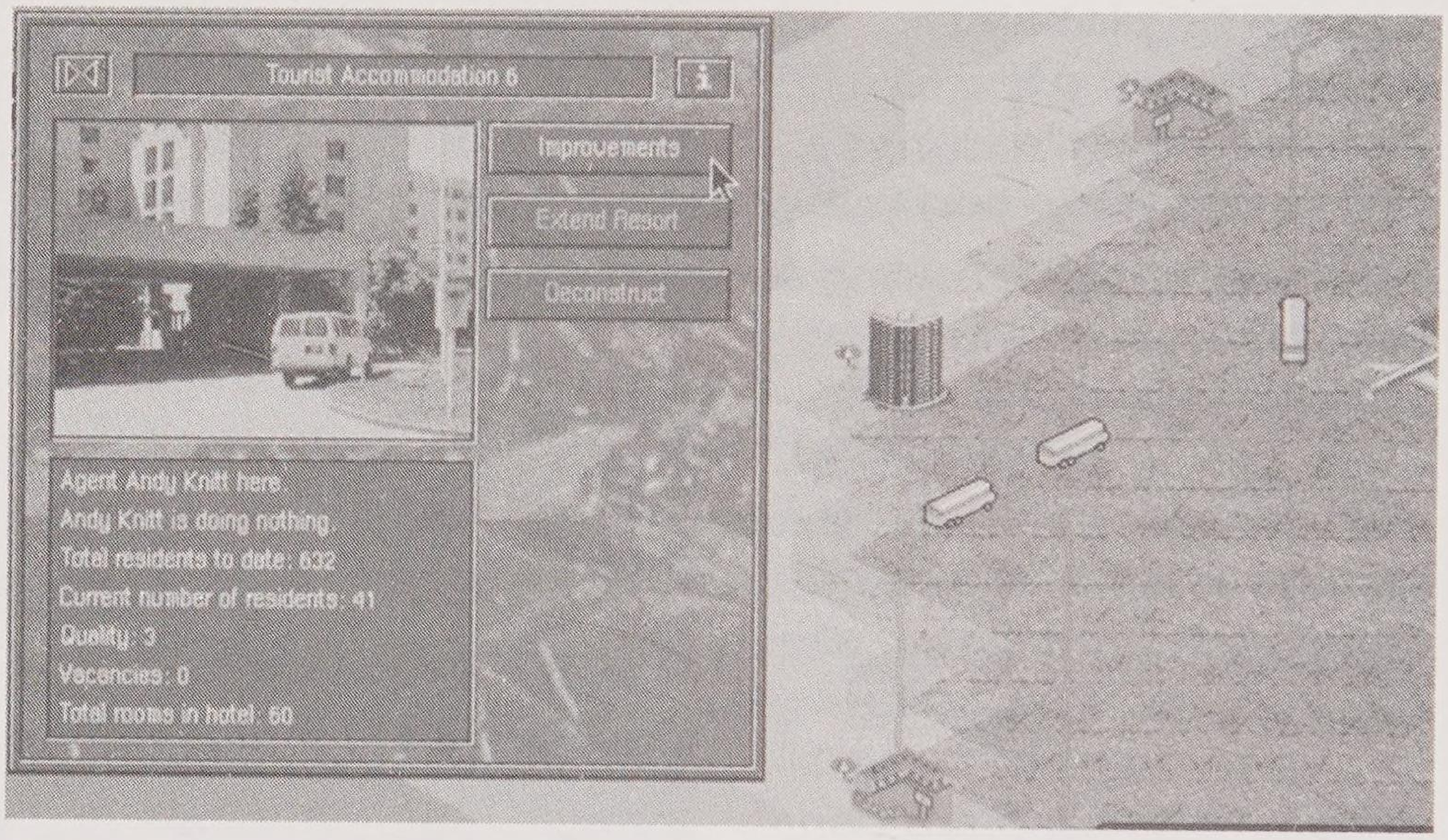
Logging camps have been exhausting their supply of trees and closing down. It is crucial that these be replaced as quickly as possible to maintain the steady supply of building materials I need for the construction and expansion of tourist accommodations and yet another large airport on the northeastern corner of the island.

When Bob completes the small airport's upgrade, I no longer have to worry about transporting tourists to the island. Three large airports certainly bring

Figure 7-10. Although the tourist industry began in the southeast corner, the two airports in the northern half of the isle make it a booming area.

enough people to my island.

Now my focus shifts to the accommodations. First I need to provide accommodations for my newest airport, so again I put Bob and Ian to work constructing three tourist accommodations on the northeast coast. I also have them construct tourist accommodations on the coastlines between the airports. These accommodations receive tourists from both airports and serve as an overflow valve.



Agent Andy Knitt here.
Andy Knitt is doing nothing.
Total residents to date: 632
Current number of residents: 41
Quality: 3
Vacancies: 0
Total rooms in hotel: 60

Figure 7-11. Andy, with his local culture skills, can make improvements to the accommodations and thereby draw in more tourists.

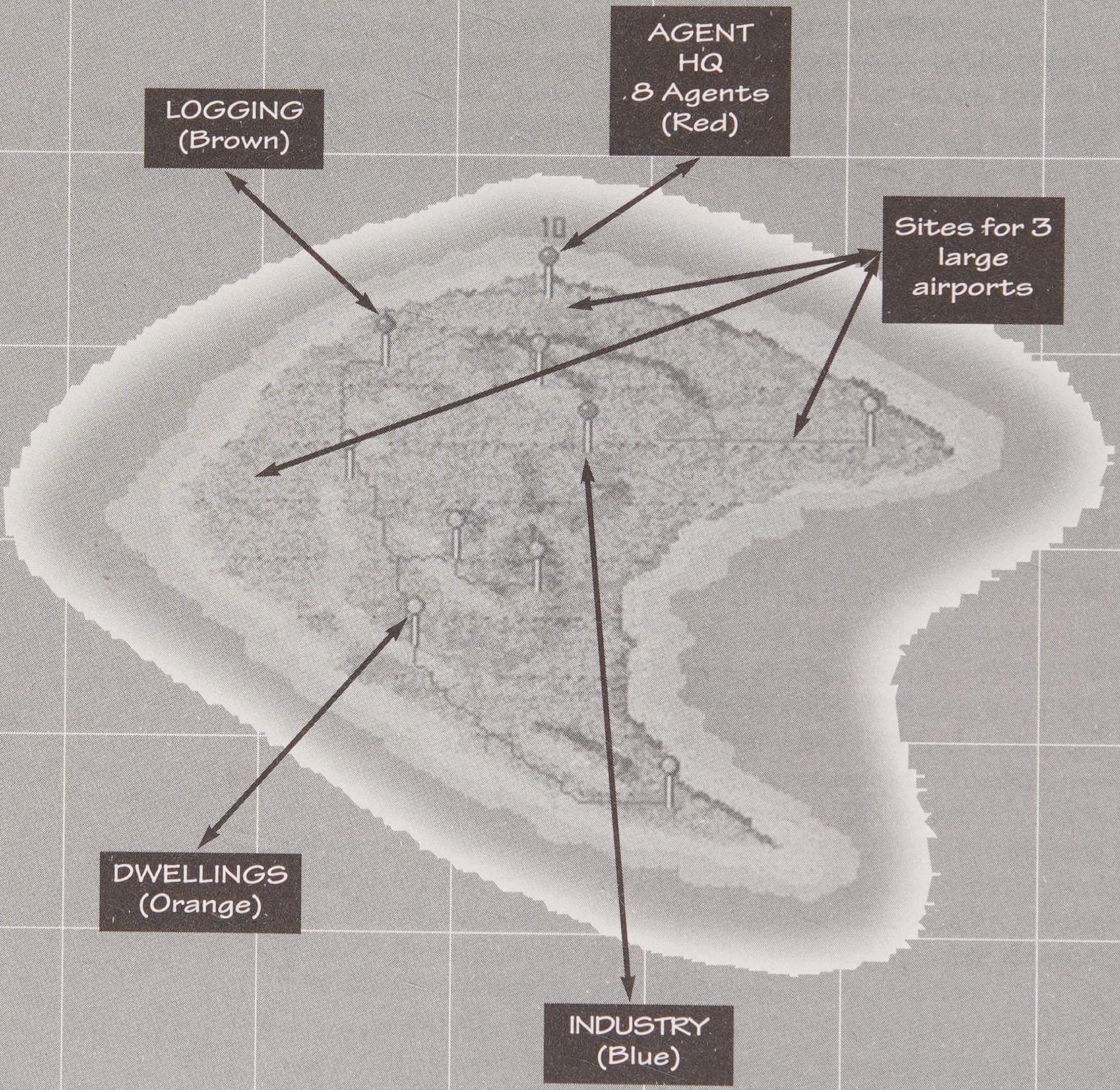
Because I've been spending so much time with my northwestern and northeastern developments, I have failed to keep the tourists who are visiting my original southeastern hotels very happy. Vacancies are rising, so I send Andy (Local Culture) to improve the quality of the hotels. The higher quality encourages more people to visit the island and helps me beat the mission deadline.

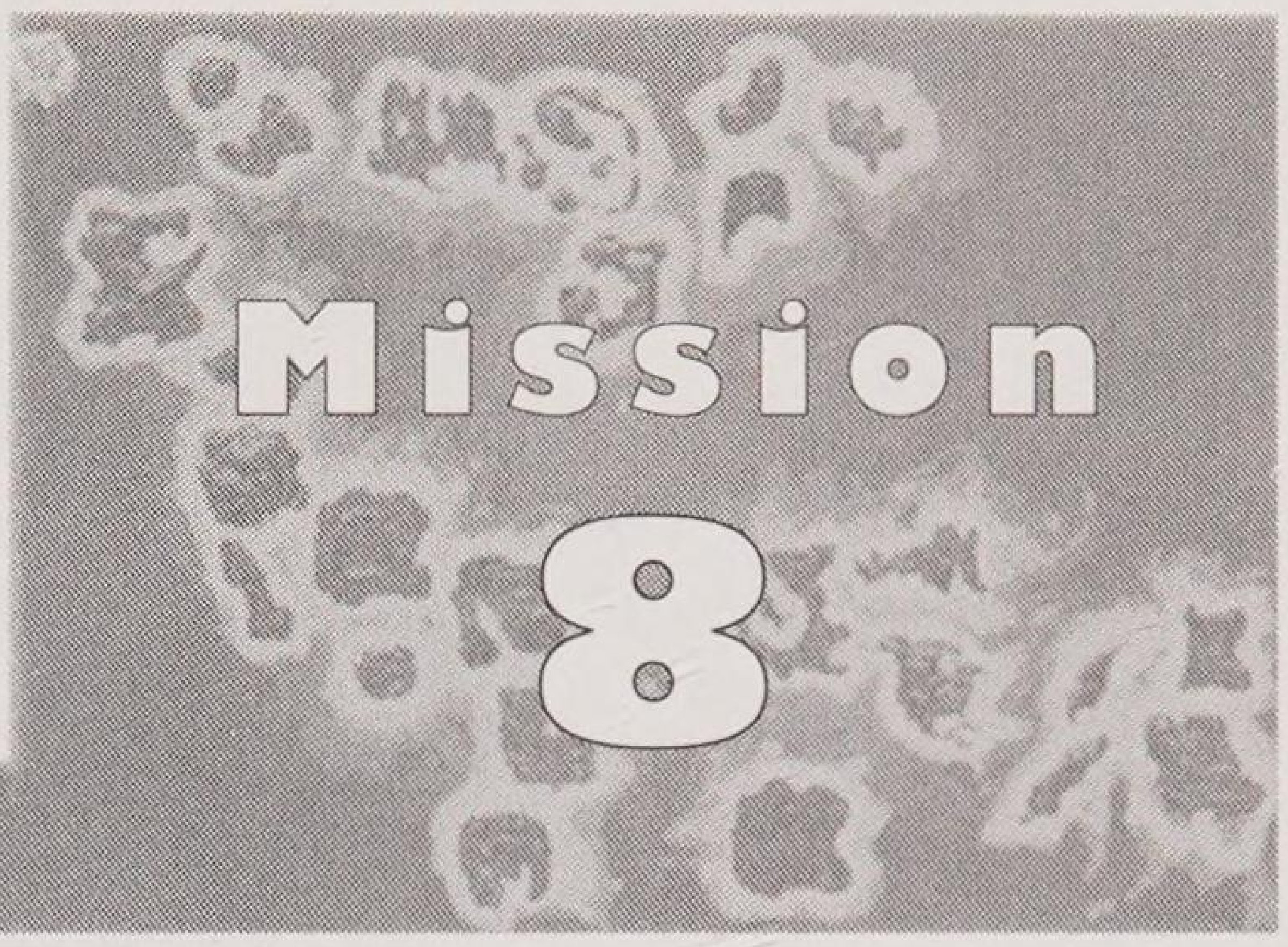
Now the basics are in place for a tourist machine. I spend my time jumping from airport to airport, ensuring that all passengers have a place to stay. My money supply is now soaring, and I can afford all the accommodation expansion and improvements necessary to keep the tourist floodgates open. The construction team of Bob and Ian is effective in quickly and simultaneously expanding accommodations near airports that are reporting passengers without rooms.

The deadline has nearly arrived, and my current tourist industry setup is as follows: three large airports, six hotels, five motels, and three tourist accommodations. While I'm on schedule to top the 5,000-tourist mark, I cannot afford to sit back and wait for it to happen. If I have one regret, it's that I neglected the value of beach resorts and other tourist attractions. I guess I should have taken steps to expand the capacity of these attractions with the use of a Construction agent and increase the excitement level of these attractions with the combined forces of Local Culture and Local Ecology agents. The increased excitement could in turn draw more visitors to the island.

My strong point, however, has been my ability to focus on managing the supply of tourist accommodations to meet the demand of the tourists. Whereas the attractions would have done more to increase island revenue, the accommodations are a much more integral part of the tourist industry and, I feel, were properly given such weight.

The deadline is only a month away, and until that 5,000th visitor sets foot on the island, I must continue to stay ahead of the tourists, ensuring they do not suddenly lose interest in the island and ruin my best chances for success in this mission.


LOGGING
(Brown)
AGENT
HQ
8 Agents
(Red)
10
Sites for 3
large
airports
DWELLINGS
(Orange)
INDUSTRY
(Blue)



Mission 8

Industrialization: Hi! We're the New Owners

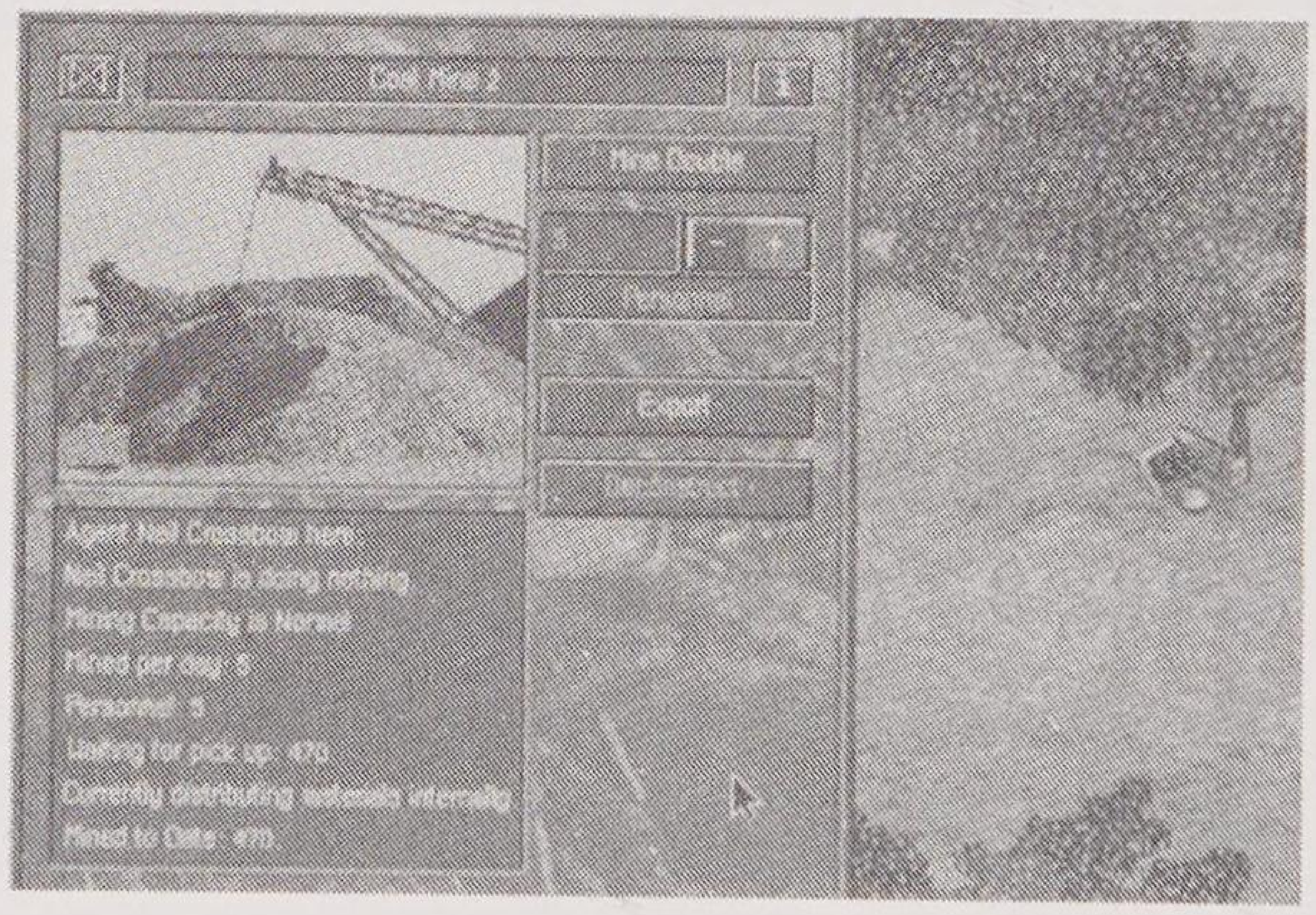
Mission Briefing

You've just taken control of a small, undeveloped isle of your own; however, you don't want to pollute it, so you've decided to base your industry on this island instead. Increase your Industrial score to 15 percent within six years to provide the goods that your own isle needs.

Ah, there's nothing I like more than watching big business roll over acres and acres of pristine rainforest lands. Okay, so it's only the twisted, bitter side of me that gets a kick out of seeing this, but, boy, is this side of me going to have fun with this island!

The isle practically is deserted except for a handful of coal and iron ore mines. Immediately I think profit. I send Neil (Industrialization, Negotiation) to each mine to switch production to Mine Double, and he also changes the coal mines to Export.

A great deal of construction is necessary to achieve an Industrial score of 15 percent, so Molly constructs a sawmill to provide the building materials. One of the two Negotiation agents (either Neil or Billy) switches the sawmill to Internal Use and begins importing wood. I prefer to spend money importing the necessary building materials rather than waste time monitoring logging camps and generating unskilled labor. At least 300 units need to be imported at this time for the first construction project: a heavy industry plant.

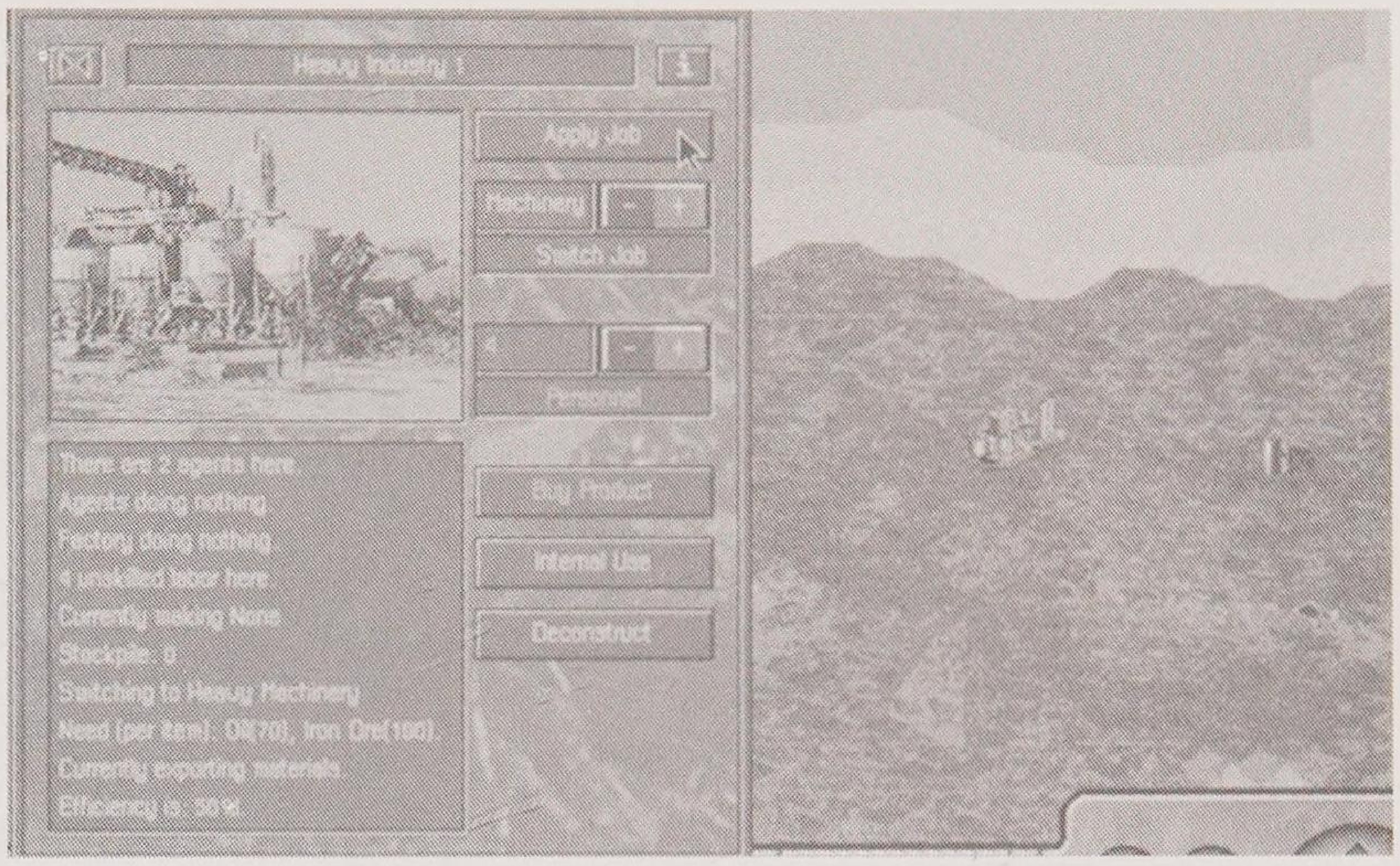


Agent Neil Crossbow here.
Neil Crossbow is doing nothing.
Mining Capacity is Normal
Mined per day: 5
Personnel: 5
Waiting for pick up: 470
Currently distributing materials internally
Mined to Date: 470

Figure 8-01. I can gain immediate income by doubling production and exporting the resources from the coal and iron ore mines already on the island.

Once Molly has built this plant, Neil or Billy needs to switch it to Internal Use to ensure that the products I buy are not exported. (Again, I'm going to import rather than produce.) Because I'm not going to produce anything in the plant, I can fire all but one employee and reduce labor costs. To do this, I need an agent with employment skills; so I hire

Dee (Negotiation, Employment) at Agent Headquarters to go to the heavy industry plant to fire three laborers. Now I switch the job to Machinery and buy one round of heavy machinery (10 units) needed for the construction of an oil rig, which I use to earn money for the island.



There are 2 agents here
Agents doing nothing
Factory doing nothing
4 unskilled labor here
Currently making None
Stockpile: 0
Switching to Heavy Machinery
Need (per item): Oil(70), Iron Ore(100).
Currently exporting materials
Efficiency is: 50%

Figure 8-02. The heavy industry plant must have the Machinery job applied before any heavy machinery products can be bought.

TIP: By firing all but one employee at each of my nonproductive plants, I stretch out the available labor pool. This keeps me from having to recruit new laborers for each plant.

The 2-D map shows a prime location for an oil rig in the channel on the northwest corner of the island. I send Molly (Construction) there to construct the rig. (More wood will have to be imported at the sawmill.) Once the rig is finished, Neil joins her to initiate the Drill Double orders. Molly then moves to shore, where she builds the corresponding oil pumping station. Suddenly, my money-making machine is up and running.

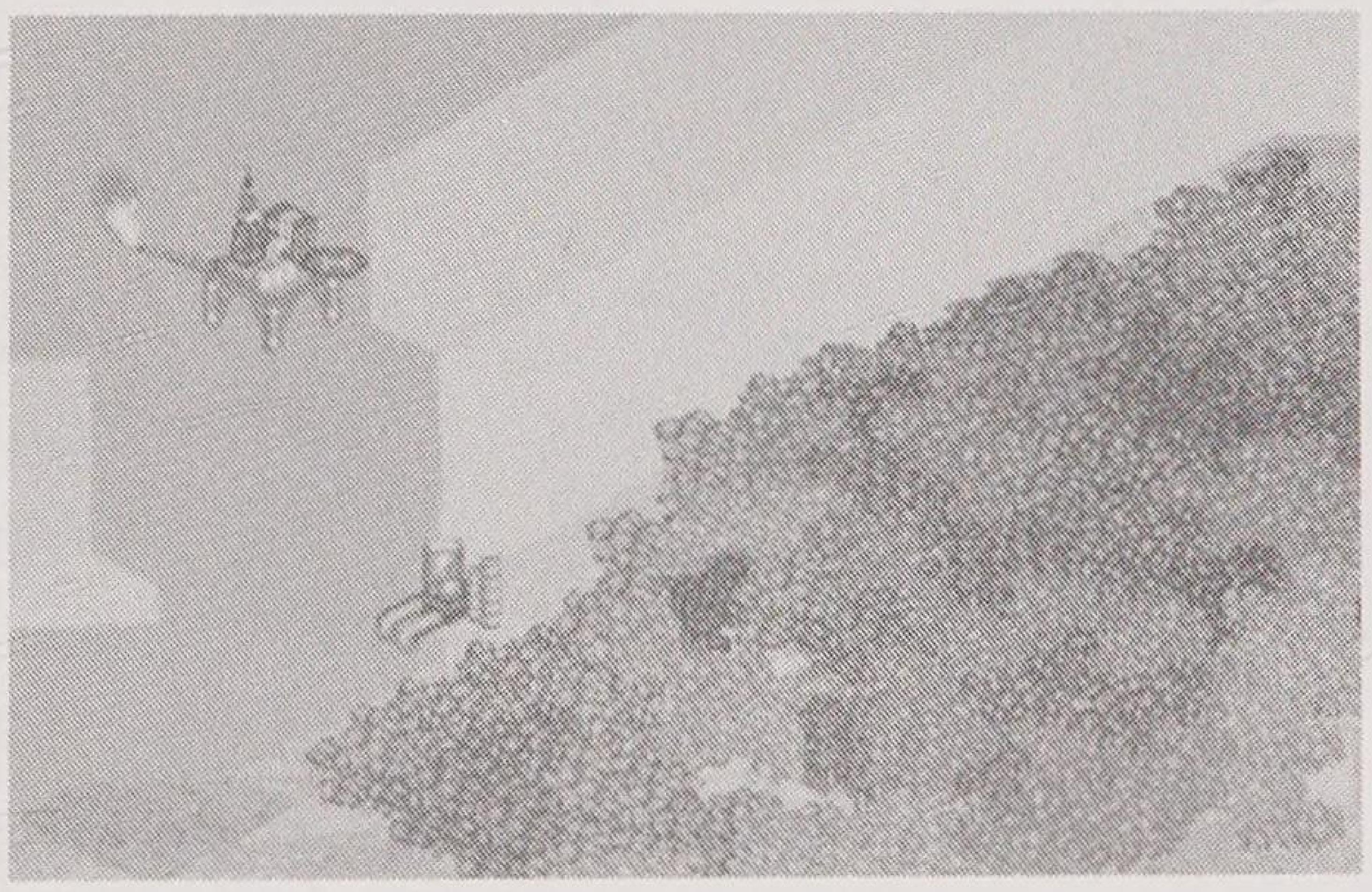
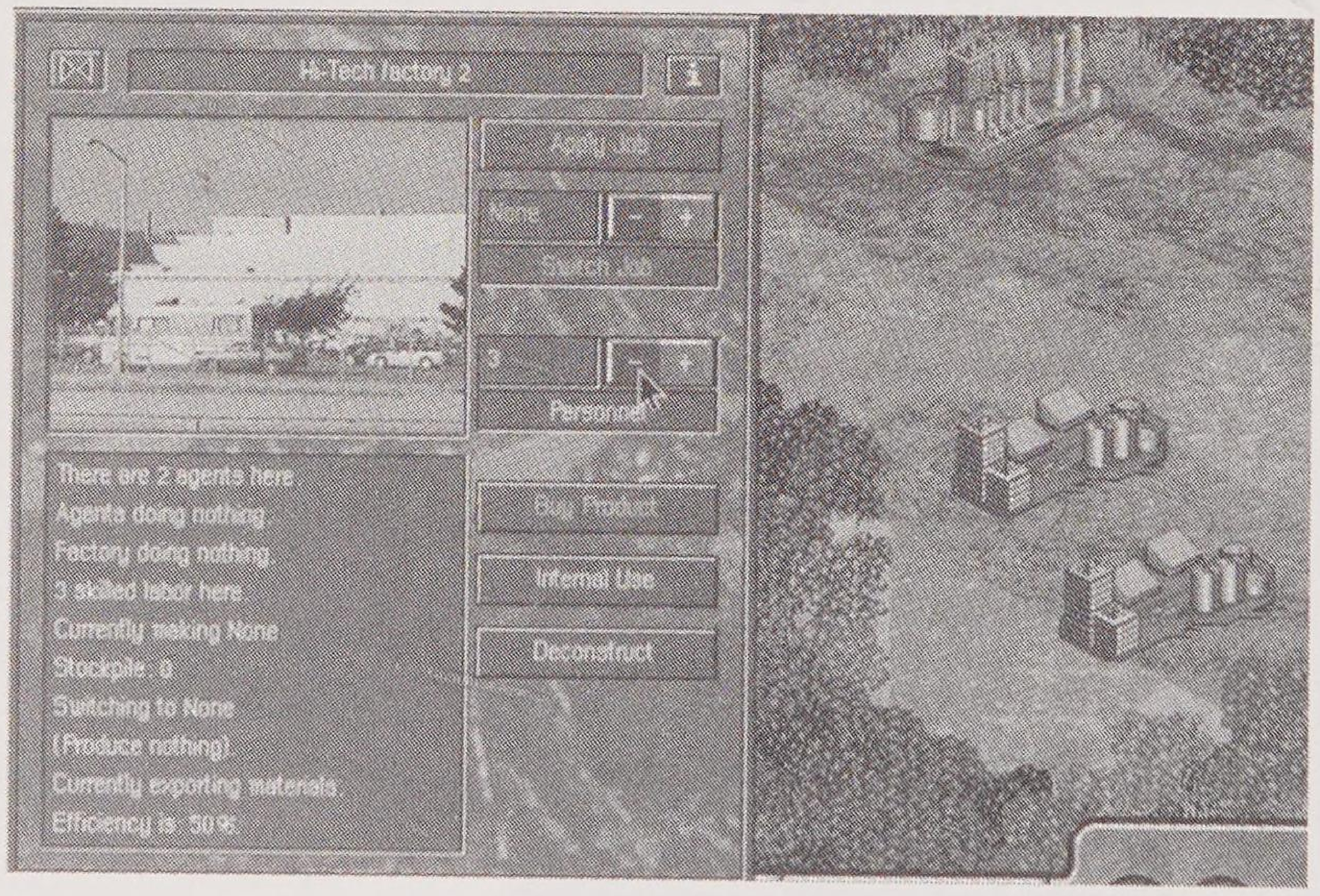


Figure 8-03. The two-piece oil industry can single-handedly keep the island from losing money.

Now that I'm generating positive cash flow, it's time to start working toward the 15 percent Industrial score. My next project is a manufacturing plant, which requires more wood and 10 more units of heavy machinery. Once these items have been imported from the sawmill and heavy industry plant, respectively, Molly then builds the manufacturing plant.

To ensure that I maintain a steady income, I have no plans of using the oil or iron ore resources internally. Therefore, I have no plans of actually producing anything in the plants I build on this island. I simply will place enough industrial buildings to reach the quota, while supporting the construction with the money earned from exporting my oil, iron, and coal resources. And because there's no production in the plants, there's no need for labor. Dee once again fires all but one employee to conserve labor expenses.

Now my Industrial score has reached 3 percent, and I can feel my ruthlessness increasing dramatically with each percentage point.



There are 2 agents here.
Agents doing nothing.
Factory doing nothing.
3 skilled labor here.
Currently making None
Stockpile: 0
Switching to None
(Produce nothing).
Currently exporting materials.
Efficiency is: 50%.

Figure 8-04. The key to keeping costs down and stretching out the labor force is firing all but one employee at each newly built plant.

Rather than continuing to spend 6,000 EMUs every time I want to import heavy machinery needed to build a manufacturing plant, I take a cheaper route by building hi-tech plants instead. Each hi-tech plant requires 10 Quality Manufactured Goods, which I can purchase through the manufacturing plant I just built for the sum of only 4,800 EMUs.

First, Neil must use his industrial skills to apply the QM Goods job, and after he switches the distribution to Internal Use, he uses his negotiation skills to buy four times for a total of 40 Quality Manufactured Goods. Once this is completed, Neil switches the job to None and moves to the sawmill, where he imports 800 units of wood. All of these items are used to construct four hi-tech plants, increasing my Industrial score to 7 percent. To have the four skilled laborers needed to open each hi-tech plant, however, I order

Dee to fire three workers immediately after each plant has been constructed.

CAUTION: I must remember to avoid importing wood far beyond my immediate needs until after the Quality Manufactured Goods have been imported and the job switched back to None. If wood is stored at the sawmill and the manufacturing plant applies a job that requires wood, the wood will be transported from the sawmill to the plant.

Now that I've exhausted my supply of skilled labor on the island, I need to switch to an industrial facility that I can construct without the need for skilled labor. The heavy industry plant is just such a facility. This plant requires unskilled labor that can easily be generated from the island's village. I happen to have enough unskilled laborers currently available, so once 300 units of wood are imported, I build a heavy industry plant, again fire three workers, and climb another rung on the industry ladder to reach a score of 8 percent.

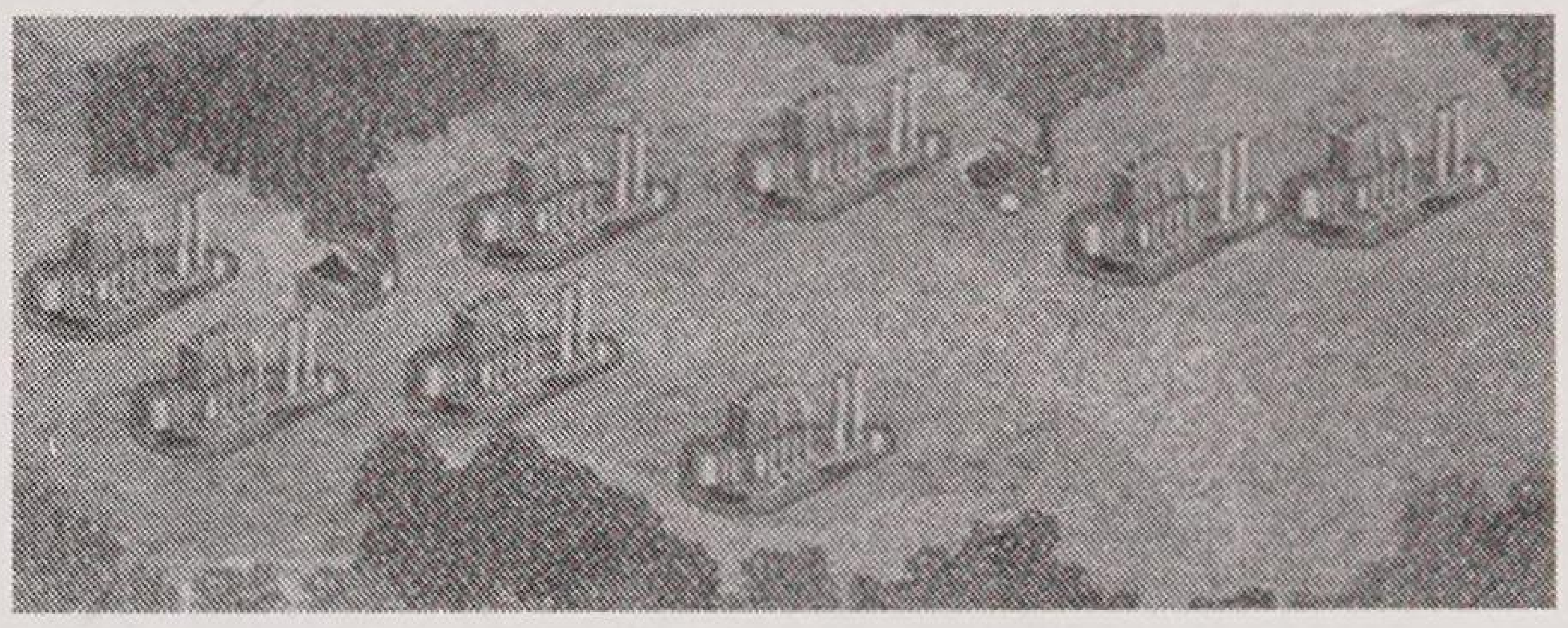


Figure 8-05. With cash, wood, and unskilled labor, I begin covering the island with heavy industry plants until I reach my goal.

I no longer have enough unskilled labor to continue constructing heavy industry plants, so I send Iain to the village to train natives for increased farming efficiency. The increase in the food supply results in a boom in the village population, from which Dee skims off unskilled labor.

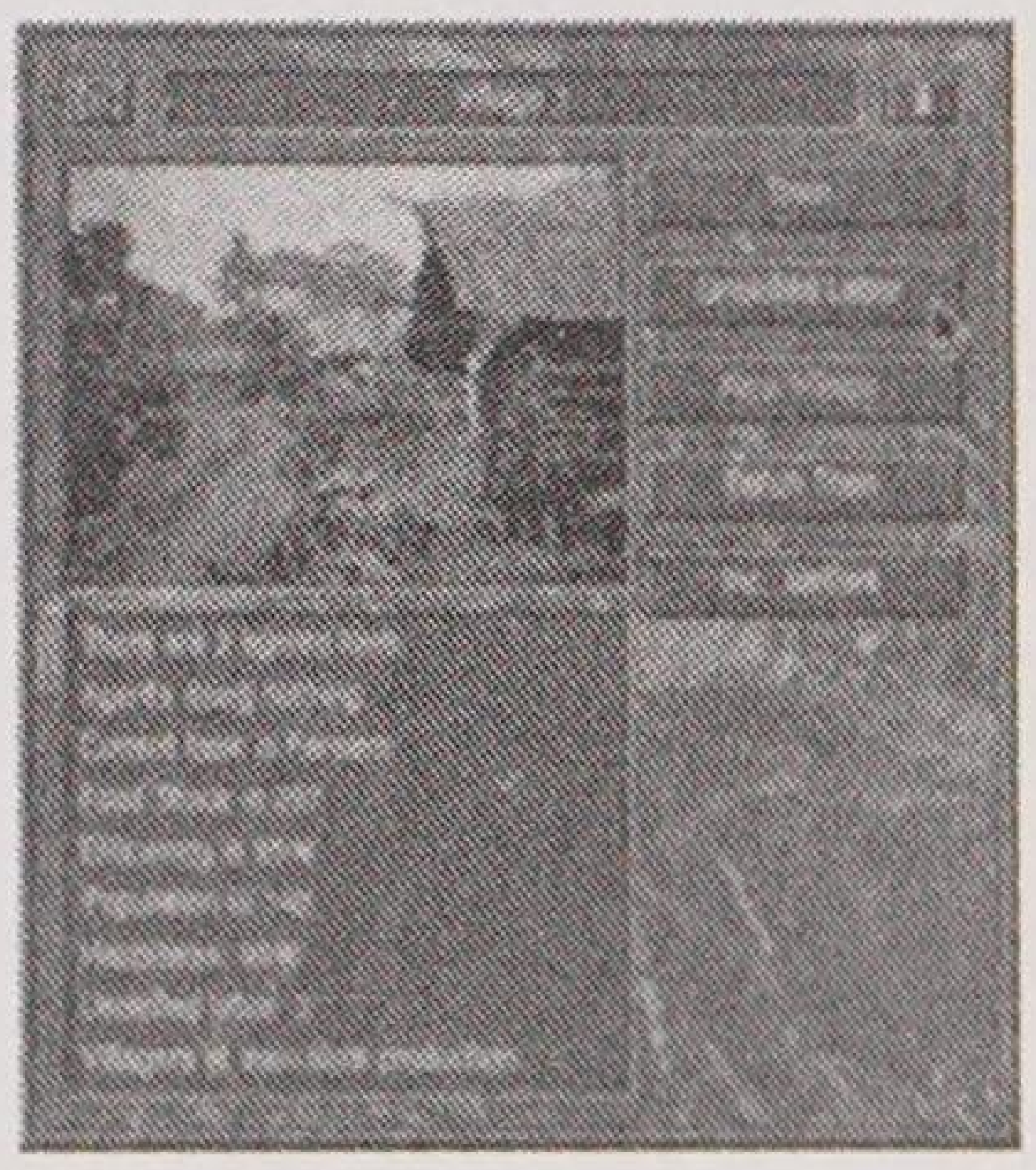
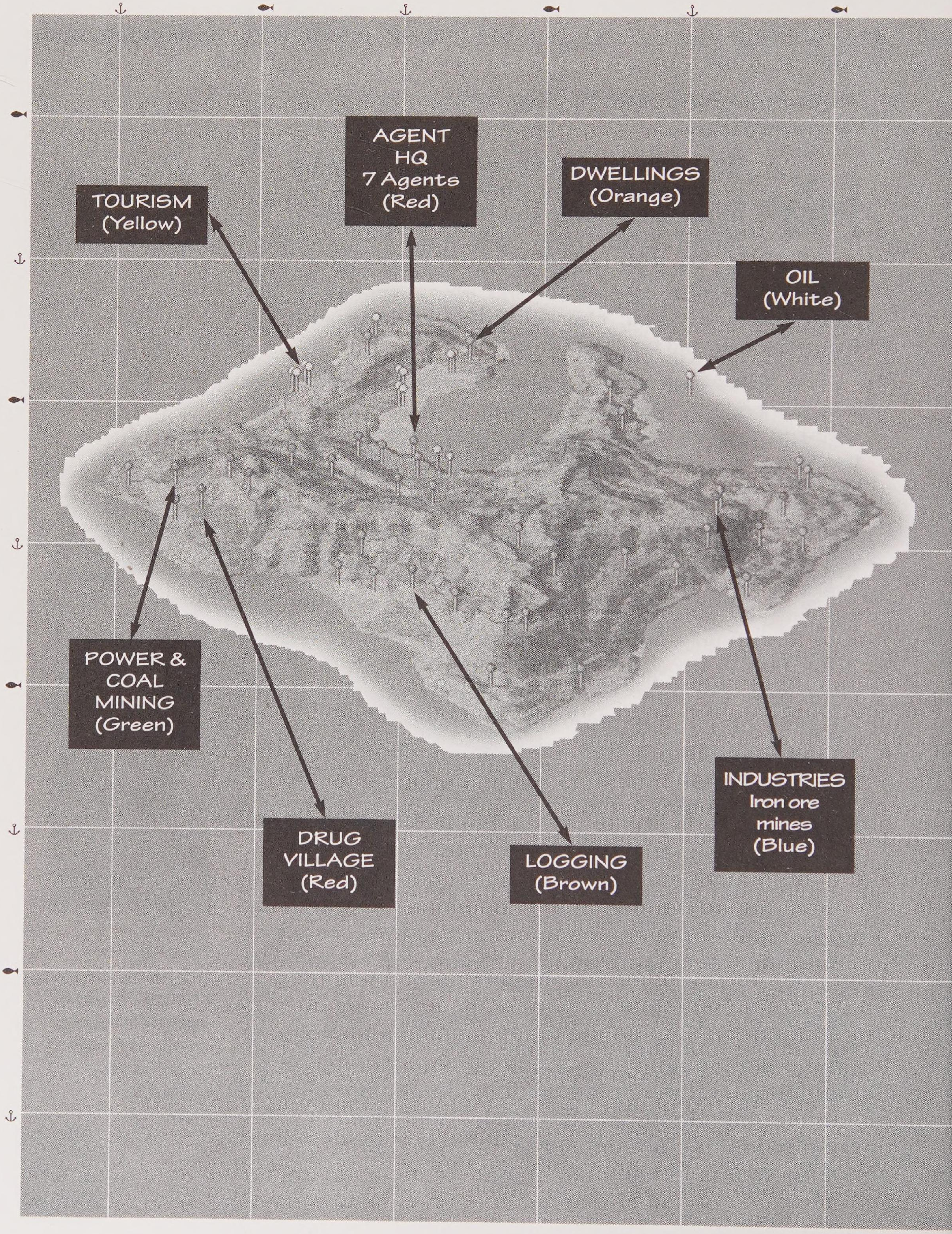
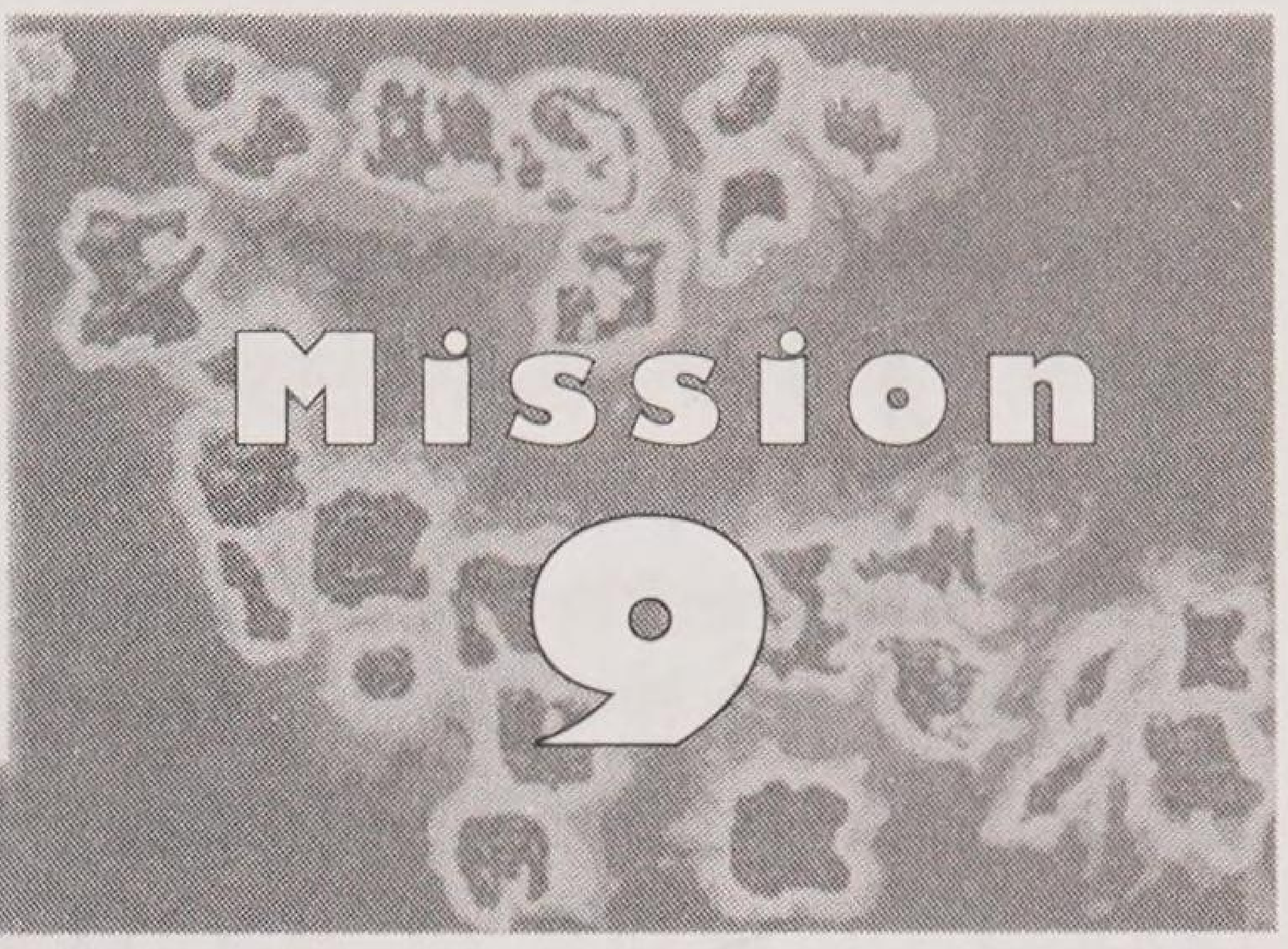


Figure 8-06. Iain's native training and Dee's employment skills combine to provide me with all the unskilled labor I need.

Now it's just a matter of building heavy industry plants until I reach the 15 percent mark. Whereas each manufacturing or hi-tech plant increased the Industrial score by 1 percentage point, two heavy industry plants are required to bump the score up a notch. I need 14 more plants to push me over the top, and, because each plant requires 300 units of wood, I import the 4,200 bits of building materials I need. Again, as soon as Molly completes construction of each plant, Dee fires three employees. Dee and Iain return to team up occasionally at the village to recruit a few more unskilled laborers. Once the final 14 heavy industry plants are placed, I successfully solve the scenario.


AGENT HQ 7 Agents (Red)
TOURISM (Yellow)
DWELLINGS (Orange)
OIL (White)
POWER & COAL MINING (Green)
DRUG VILLAGE (Red)
LOGGING (Brown)
INDUSTRIES Iron ore mines (Blue)



Mission 9

Drug It Up: We Don’t Need No Steenkin’ Badges

Mission Briefing

A perilous situation is developing on this island. Reports indicate that several villages are acting in service of an insidious drug baron. Your job is to locate the villages producing the illegal contraband, shut them down, and keep the entire island drug-free for no less than three years.

My first impulse for handling this mission was too simplistic: turn the island upside down, sniff out the trouble-making villages, and monitor them closely until three years had elapsed. Unfortunately, this particular island simulates reality a little too well—after a couple of years of stringent policing, my island coffers started running out of EMUs.

With this in mind, my first action is to find ways of saving time and money—the two commodities most crucial to my success. I get a grip on the ever-dwindling time element by setting the game on Slow. Now, to perform some internal cost-cutting, I review my troops, looking for deadwood to eliminate from my staff. Two agents—Tod and Neil—don't appear essential for this scenario, so the crew is downsized by two. Sorry, guys.

Next, I must get my building materials production up to speed. I send Dee (Negotiation) to sawmill #1. There he switches our wood production to Internal Use and primes the inbound flow of materials by clicking Import Material at least five separate times.

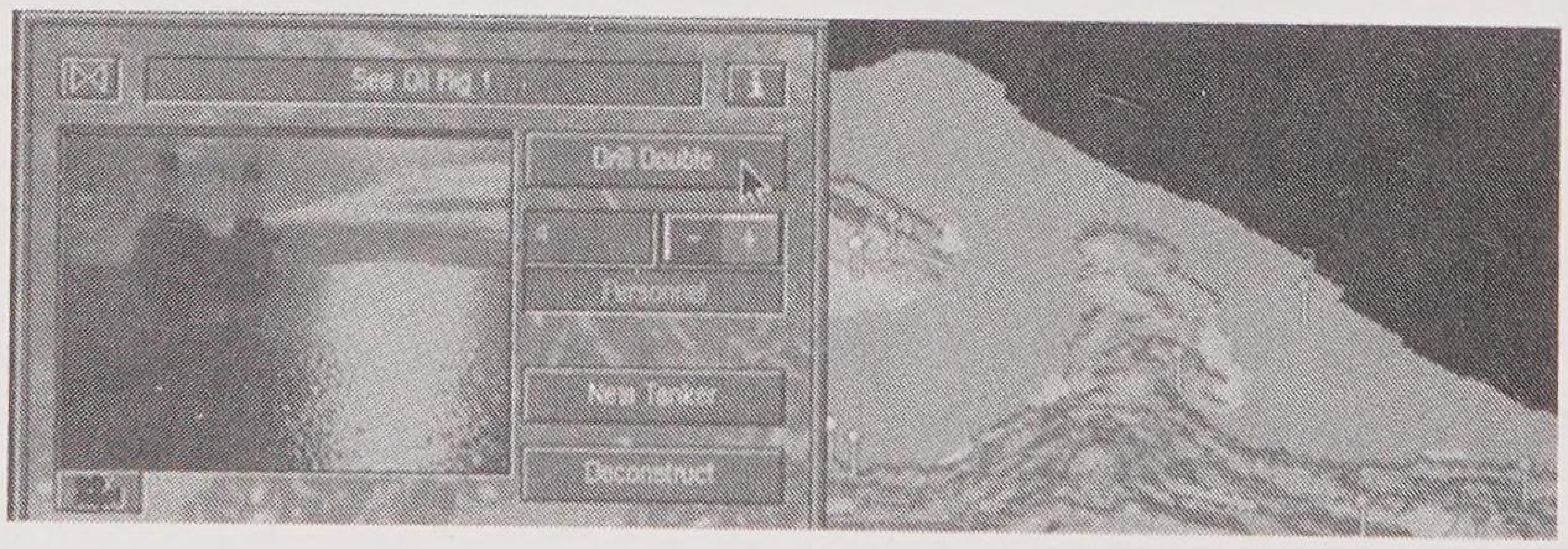


Figure 9-01. Oil is an economic mainstay here, and double drilling is twice as nice.

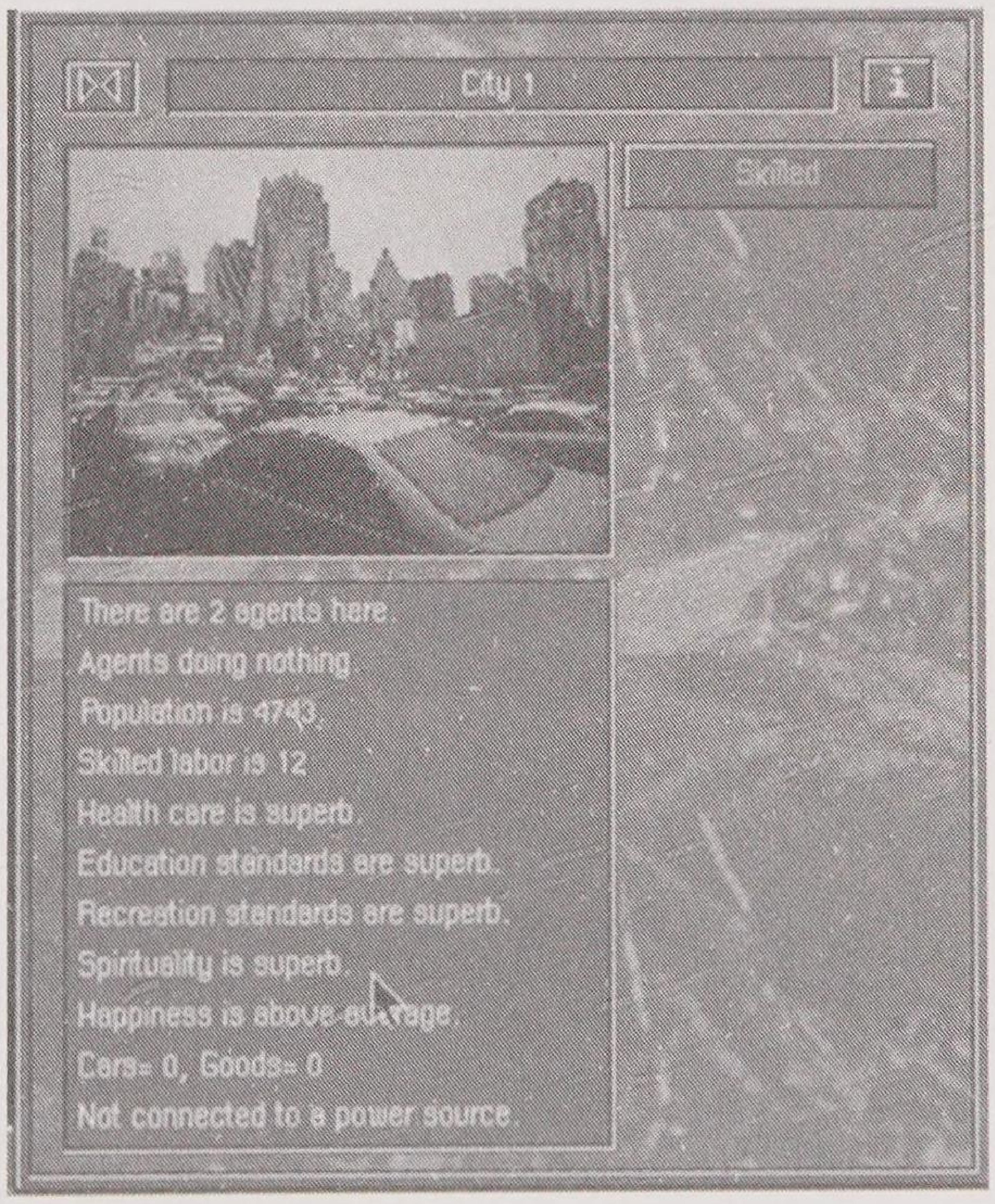
My existing oil rig needs some attention, and Doug (Industrial) and Morv (Construction) are up to the task. I dispatch them with instructions to maximize production by selecting the Drill Double setting and by selecting New Tanker. This takes care of the old oil business. Now, onto the new.

Doug and Morv performed admirably on that set of maneuvers, so I choose them to lead my new drilling operation. First, I find where the black gold is hiding by switching to the 2-D view and selecting Oil. The lower right-hand corner of the map reveals a gold-colored concentration of oil. Morv travels to the site and builds the rig, with Doug selecting Drill Double once construction is complete. Morv also eases crude transport by adding a new tanker.

TIP: With my main money-making industry now in place, I can maximize profitability by divesting other enterprises. Morv, my Construction agent, is equally adept at dismantling production sites. I send her to each logging camp and iron ore mine where she chooses Deconstruction.

Now I've got the bug and want to save even more money. I do so by giving Dee orders to fire all my workers at the coal mines. It's a harsh call, but one assumes that these displaced workers will receive some type of sim-unemployment compensation benefits.

Because I'm now devoted to liquid fossil fuels, I use Doug to scale back the coal-mining operation and switch it to its Normal mode. I then give Doug one last order: namely, to clean out his locker and pick up his final check at Agent Headquarters. I do not feel good about this maneuver, but an EMU saved is an EMU earned.



There are 2 agents here.
Agents doing nothing.
Population is 4743.
Skilled labor is 12
Health care is superb.
Education standards are superb.
Recreation standards are superb.
Spirituality is superb.
Happiness is above-average.
Cars= 0, Goods= 0
Not connected to a power source.

Figure 9-02. Cities always need tweaking, and I make this one Superb.

Now only two more intertwined goals must be fulfilled before I start sending the drug producers packing. Job 1 is enriching my towns and cities by promoting careful physical growth while keeping my citizenry satisfied. Job 2 is creating a bustling tourism industry that will help pay for all this internal development.

Before I start town and city enhancement, I need to make sure I have access to plenty of building materials. I send Dee (who's already complaining about the workload) to the sawmill, so he can start importing wood. Next I recruit Morv, who has proven her worth in construction, and Andy, who is familiar with the area's local culture. Used in tandem, these agents enable me to build and improve the facilities of city #1 until they are listed as Superb. Morv and Andy then set their sights on town #2, raising the facility standards until—voila!—it turns into a city before my eyes.

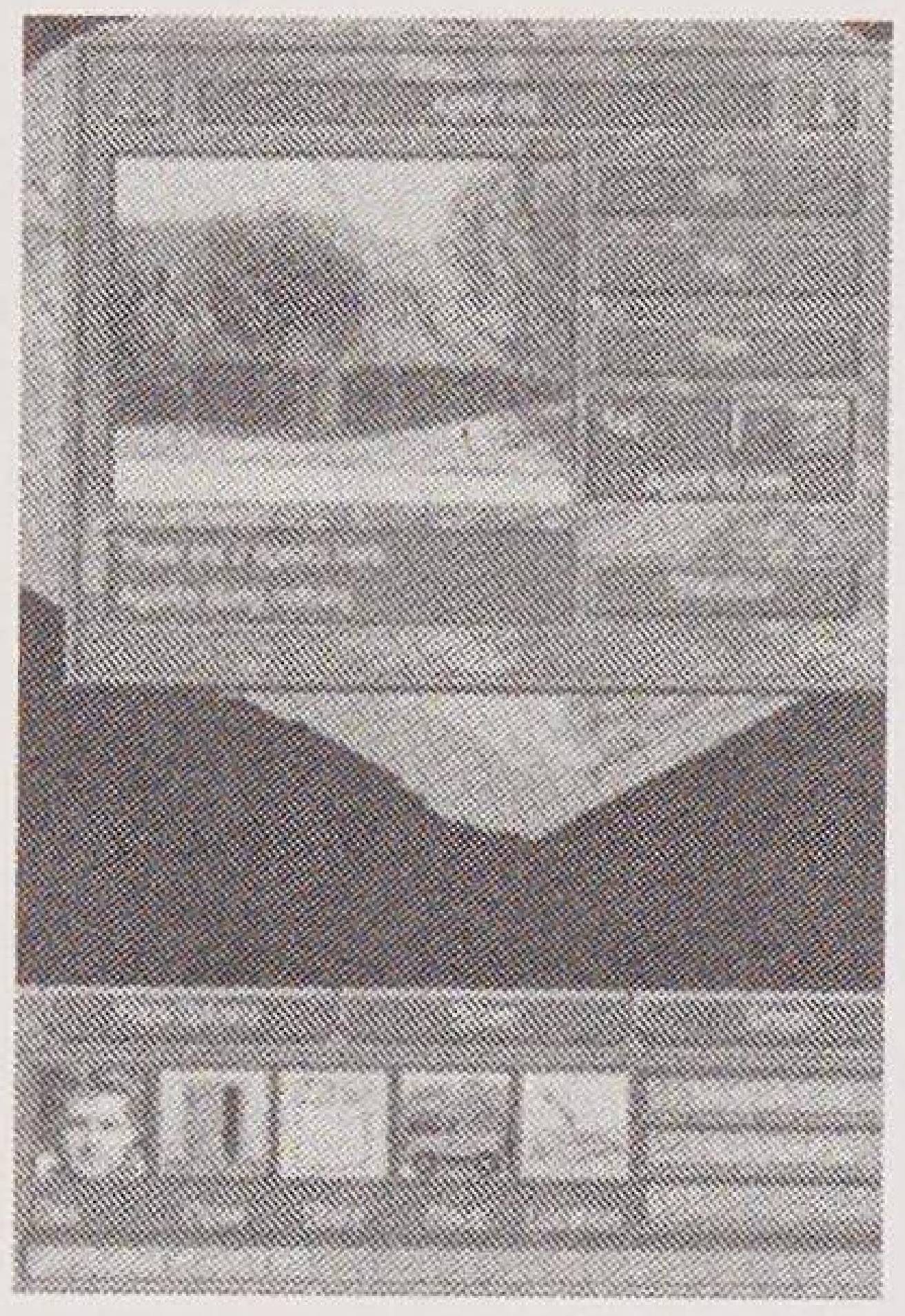


Figure 9-03. Dee needs additional training before the tourism industry gets off the ground.

Agents Dee and Morv are thoroughly exhausted by this point so I call them both into Agent Headquarters for a quick, refreshing soda and some added training. I train Morv up to 77 percent and rev Dee up to 90 percent. They'll need these increased skill levels for the next set of moves—cementing the foundation for our tourism industry.

I split the agents up. I send Dee to the sawmill to import wood for more building materials, and I direct Morv to a location northeast of the city where she places an airport. Because I want LOTS of tourists to bring their travel money to the island, Morv immediately expands the airport to the large variety.

This takes care of attracting tourists—now to make sure there are enough beds for them. I've given Morv the go-ahead to increase the number of available accommodations, keeping a close eye on the number of tourists without rooms. To maximize my profits, I can't afford to lose a single customer; therefore, I want rooms for each and every tourist.

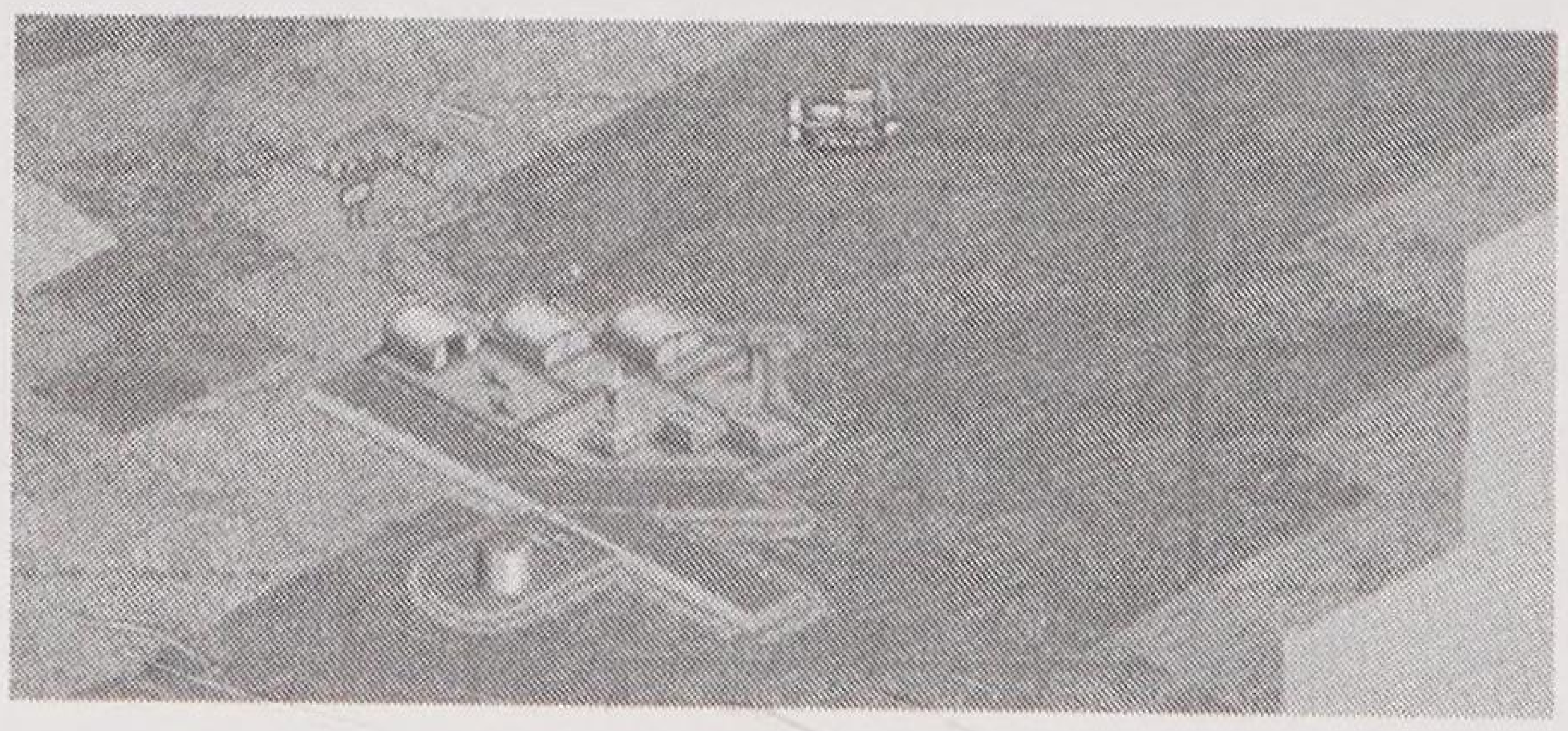


Figure 9-04. To draw in really huge crowds, I start with a big airport.

At this point, I've completed all my building. My island's economy is fairly good, although I want to keep tweaking my tourism operation until it's producing strong, consistent income. At the same time, I need to check in with each city and town to assure I have a strong happiness quotient among the populace.

NOTE: All in all, the goal is to create STABILITY both for the island's economy and its people. At this point I start ferreting out the bad elements overrunning some villages. (There's no detective work involved per se, just click on each village. If it's a drug village, it will be labeled as such.)

Dee lowers the boom on the contaminated villages with each click of the Shut Down button. One thing I learn the hard way: Before I send Dee on each raid, I save my game. Let's face it, our man is dealing with some pretty unsavory types, and there's a potential for ambush in each infected village. Dee may not return from the mission, but I need to—hence the impetus for saving my game now.

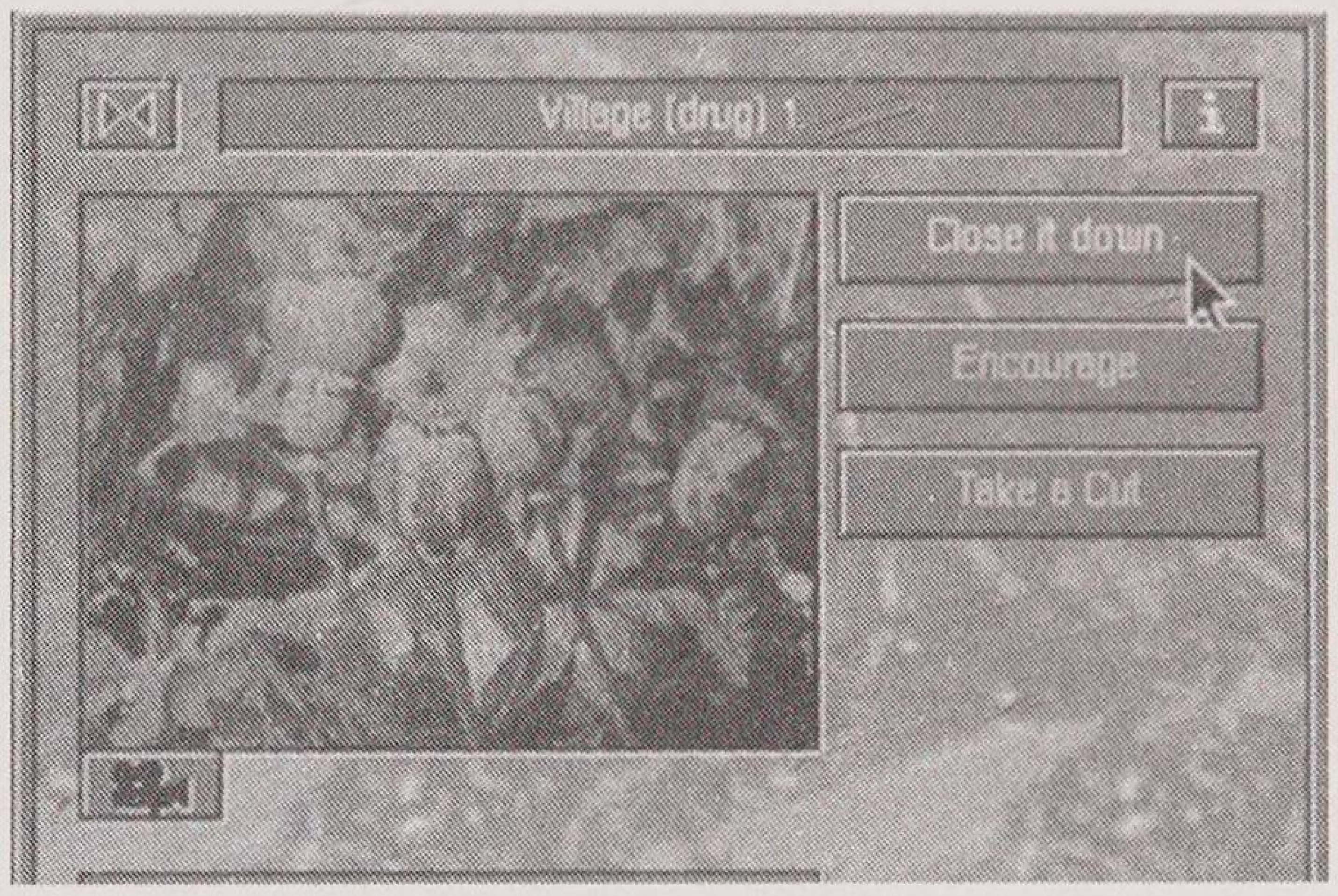
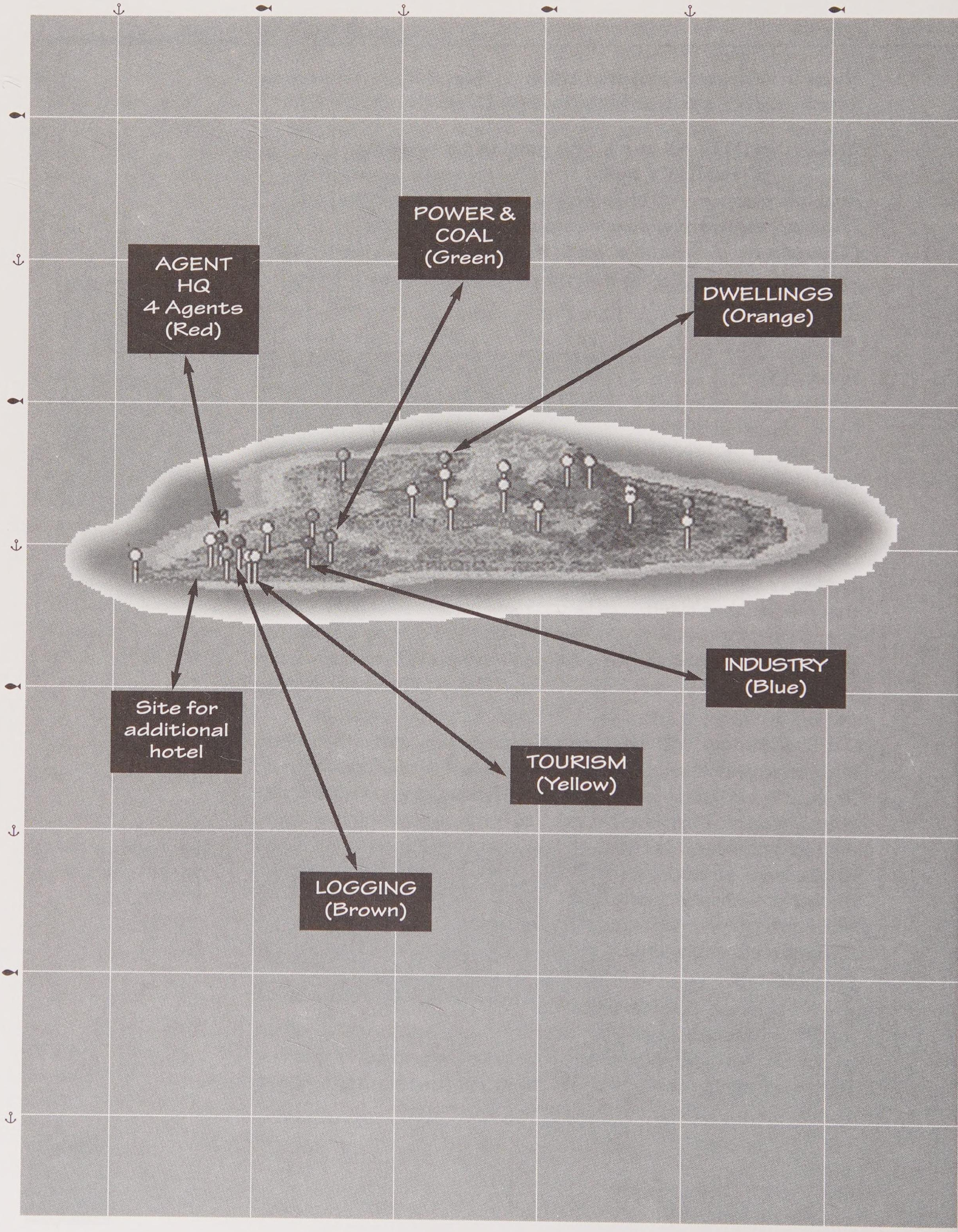
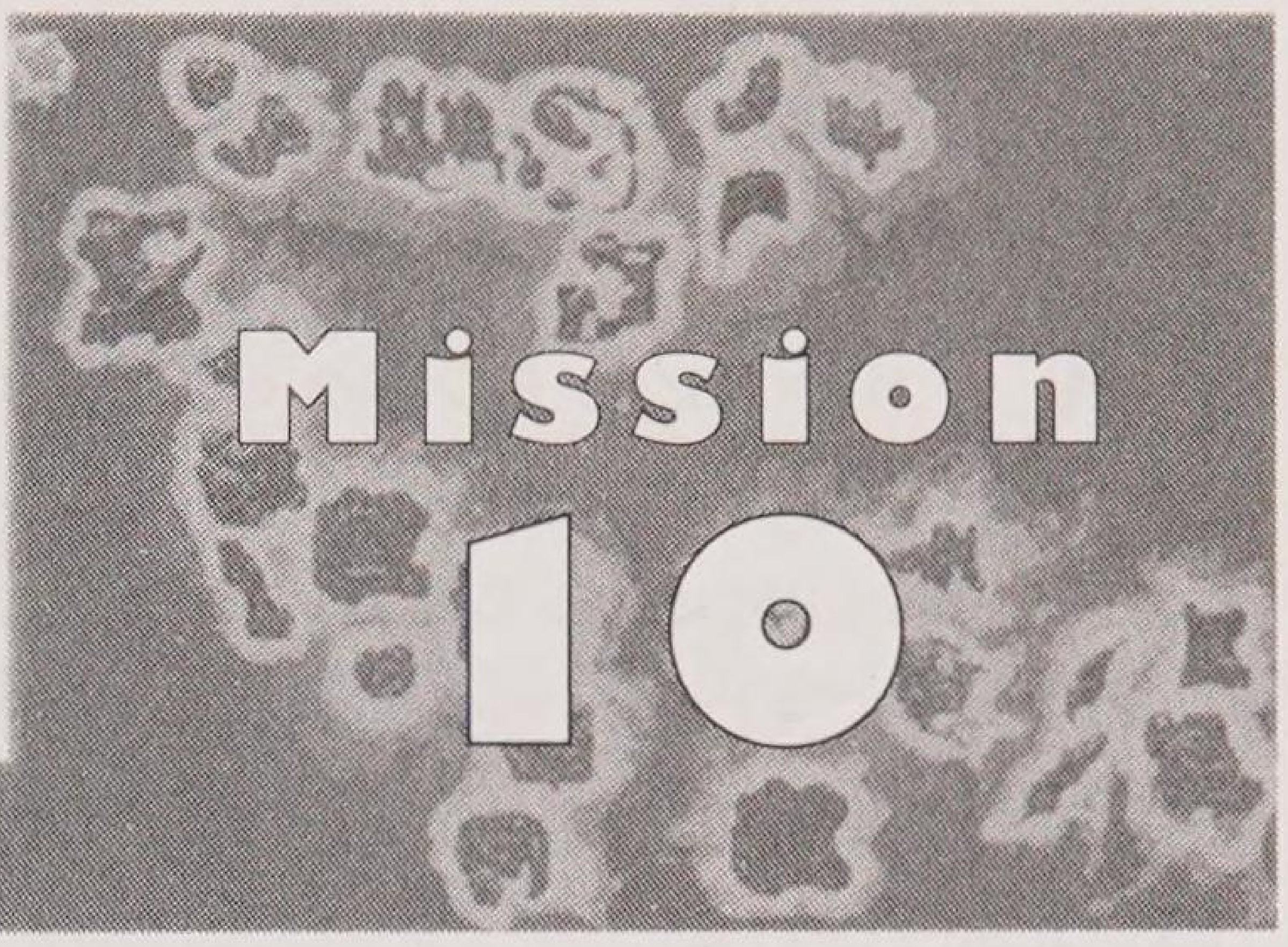


Figure 9-05. Shutting the drug villages down is the scenario's key, and the last step.

The idea behind this mission seems to be that when economic chaos and personal discontent are lifted from an area, it's difficult for a drug-trafficking problem to take root. I savor this lesson as I rid the island of its illegal export business and wait three years for mission success. I also take pleasure in knowing that I've been resourceful enough to create a sustaining, multifaceted economy and eradicate the presence and activities of a known drug-dealing interest without excessively disrupting the entire-local culture.

Watch out, L.A. Here I come.


AGENT HQ 4 Agents (Red)
POWER & COAL (Green)
DWELLINGS (Orange)
INDUSTRY (Blue)
Site for additional hotel
TOURISM (Yellow)
LOGGING (Brown)



Mission 10

Happy Tourists, Happy Locals: Paving Paradise

Mission Briefing

The idea behind this mission is to see if a tropical paradise can become a tourist haven without injuring the natural charms that made it attractive in the first place. You have five years to develop the island and generate revenues of 40,000 EMUs. Remember, protecting the island's natural balance is key.

Although some of the mission goals are a bit vague (e.g., how will my ecological caretaking be judged?), I suspect that this won't be such a difficult scenario. It seems that perhaps the best way to safeguard the island environment is not to set up industries that wreak natural havoc.

NOTE: A quick visual tour of the island shows that the foundation for my tourism industry was laid long before I set foot on local shores. Indeed, there are already seven tourist accommodations, meaning I don't have to start from the ground up, so to speak.

Tourism itself isn't necessarily harmful to my island, so my course of action is as crystal clear as an untainted stream. I'll put all my eggs (and energies) into improving my tourist facilities, making that my foremost moneymaking enterprise in this mission.

My five-year plan begins at Agent Headquarters. As I've learned in other scenarios, a good way to earn EMUs is to save EMUs. I flip through my stack of agents' dossiers, making mental notes about each agent's usefulness. When I come to the file on John (Industrial, Criminal Contacts), I find that his shady criminal associations won't be needed for this mission. Furthermore, Bob (Industrial, Construction) shares John's mastery of industrial tasks, but also has talents in the construction trades. This being the case,

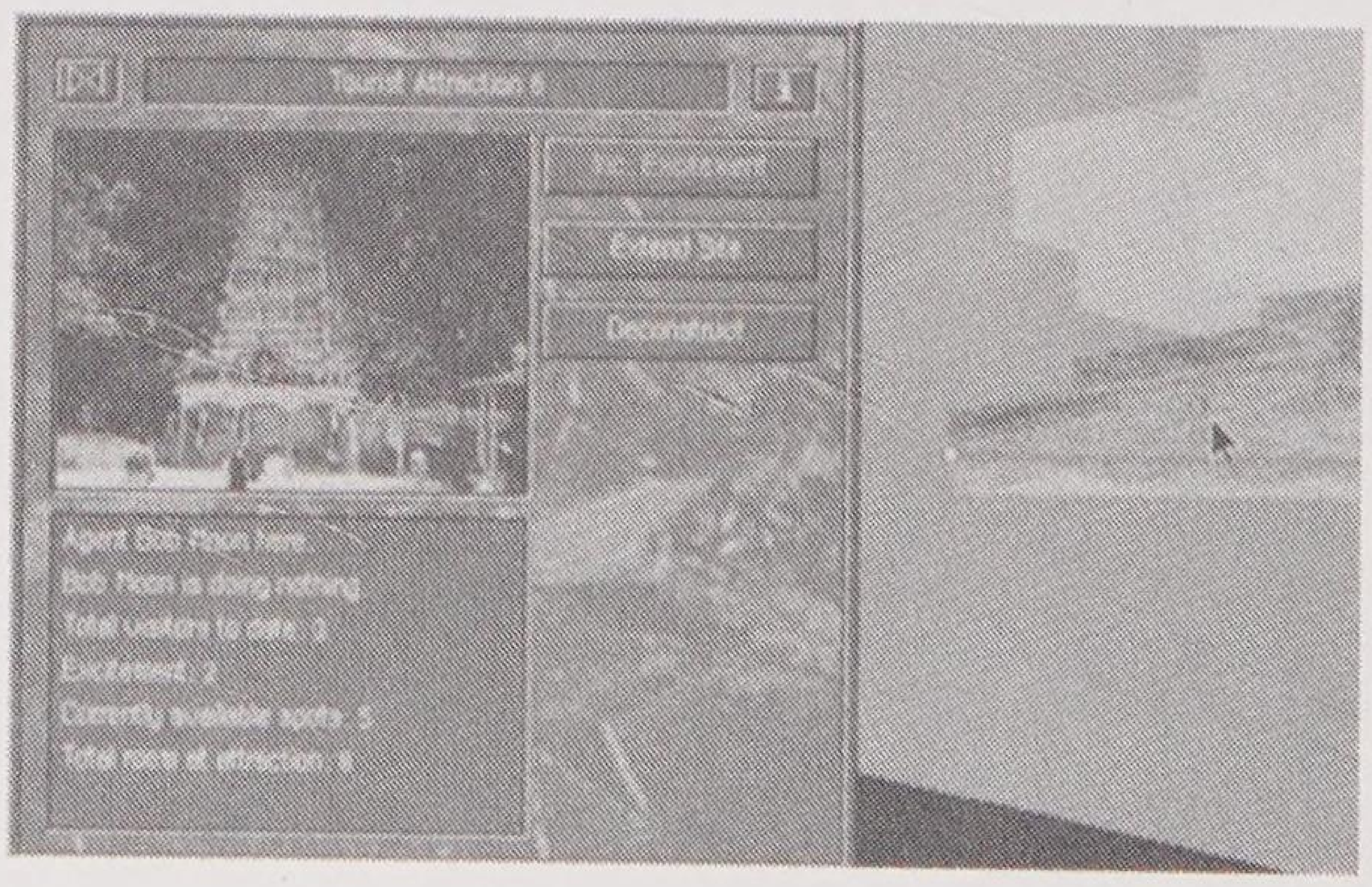


Figure10-01. Catch the tourist's eye by building an attraction near the ferry port.

it's apparent that I will no longer be requiring John's excellent but unnecessary services.

I will, however, be needing an agent, or agents, with training in the categories of Local Culture and Local Ecology. These skills will be important in spicing up the excitement level at my tourist attractions. I find and hire two suitably capable agents: Emma (Local Ecology) and Billy (Local Culture, Negotiation).

I've made changes to my team of agents. Now I'm ready to do the same to the island. One quick way to limit my pollution and create revenue involves changing my use of coal.

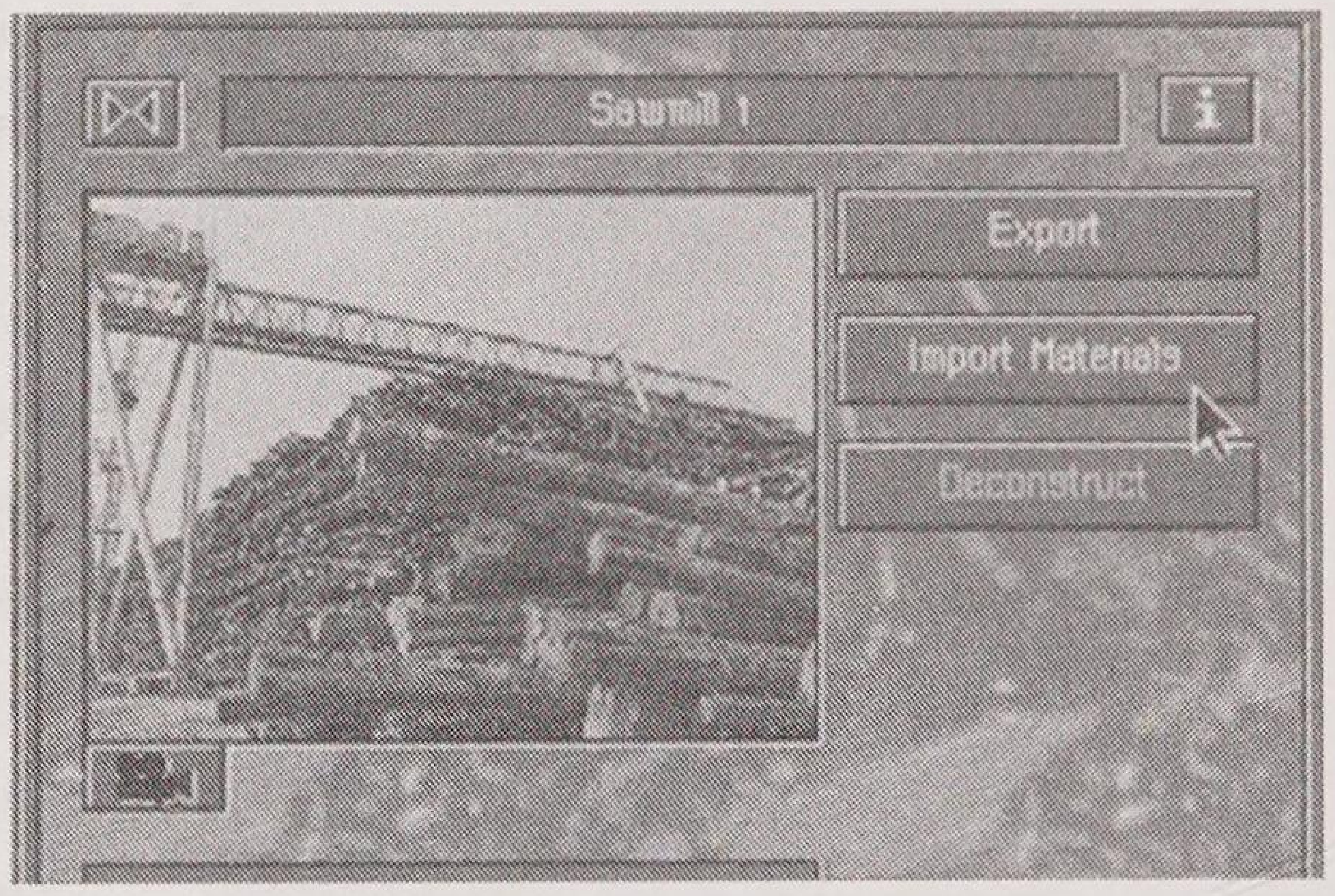


Figure10-02. When you can afford to, it's more convenient to buy your building supplies in bulk amounts.

I send Dee (Negotiation, Employment) over to the mine and have him switch the production so that the coal is exported for profit.

Next I unveil my plans for a sawmill for the island. Although the tourist accommodations have already been built, making them larger (as I plan to do) will require additional wood. Consequently, I find a patch of forest that appears to be particularly bountiful and send Bob to the site, where he immediately sets up a sawmill. Because I've already tagged the materials for island building, I have Dee pop by long enough to switch the mill's production to Internal Use.

Buried Treasure
To receive a major increase in all categories, save any mission with the name **simonschickenkb.** When you reload the mission with that name, all items will increase.

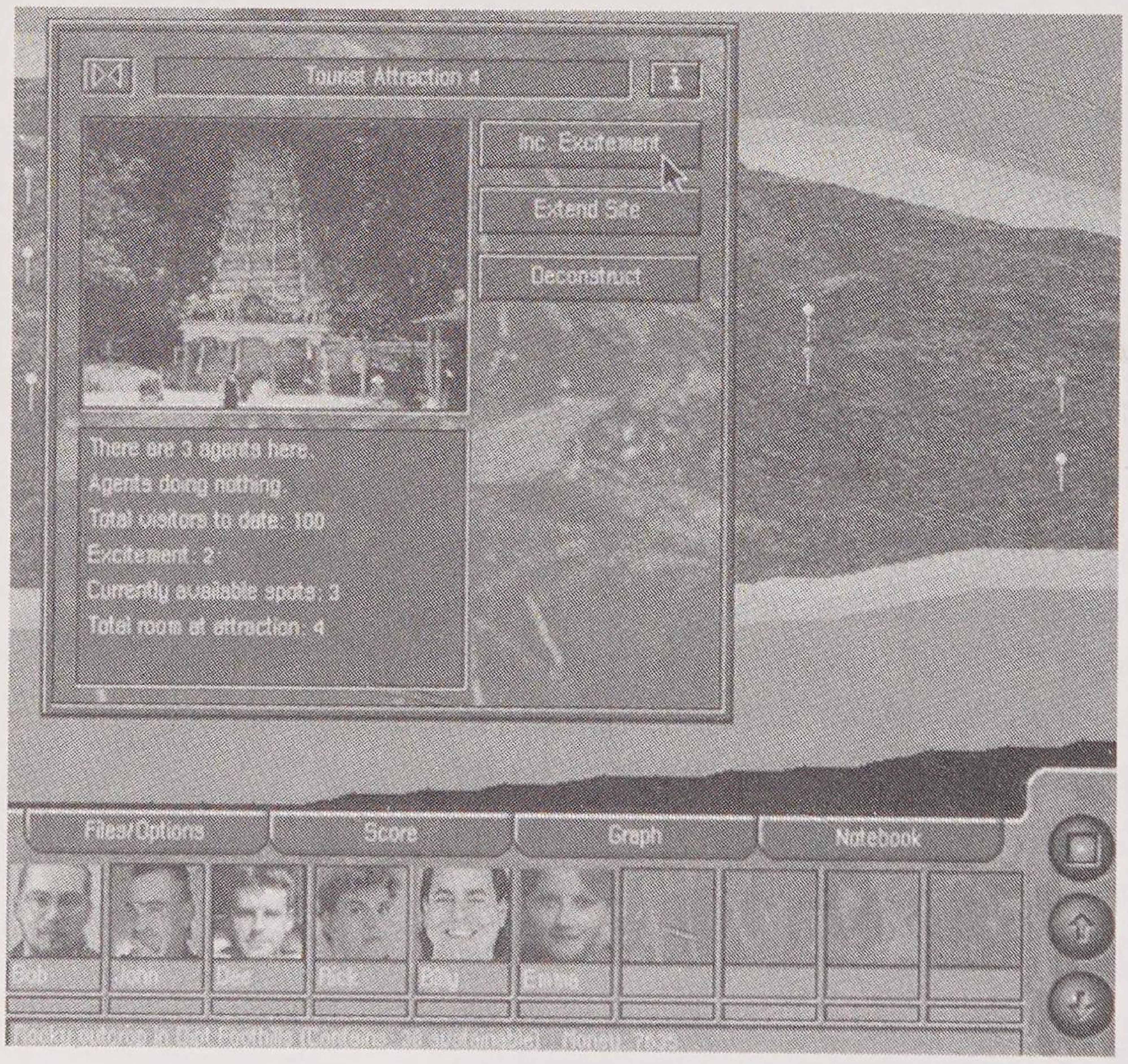
I move Bob on to other tasks. Our first stop is tourist accommodation #6, my westernmost hotel. Bob expands the facilities to a 30 capacity. Then I enlist the help of Billy, who improves the accommodation until it registers 10. These two agents are going to be carrying the ball for a while because this procedure must be completed at each of the tourist accommodations.

At tourist accommodation #7, for instance, the capacity and quality are increased until they exactly duplicate those now found at the #6 accommodation. At this point

I find I'm down to my last few planks of wood. I get a message to Dee, still at the sawmill, to go ahead and import 1,000 more units of wood.

Billy and Bob continue their efforts, eventually stopping at all seven tourist accommodations. At a couple of them, Bob varies the amount of expansion he enacts, ceasing construction when capacities hit 18 or 24. Most of the time, however, he fills the accommodations out until there are 30 rooms in each. Billy is more predictable, always raising the quality level to a full 10.

After this first round of renovations is finished, I dispatch Bob back to the western side of the island. At tourist accommodations #6 and #7, Bob starts adding more rooms, stopping only when each hotel boasts 53 rooms. Bob doesn't even have a chance to put down his hammer before I whisk him over to the ferry port. I've decided that the beach near the port would be an ideal location for a new hotel. I put Bob to work on same, and when the hotel is up, Bob expands it until it's 40 rooms strong. That done, Bob's previous partner, Billy, shows up and hikes the quality up to 10.



There are 3 agents here.
Agents doing nothing.
Total visitors to date: 100
Excitement: 2
Currently available spots: 3
Total room at attraction: 4

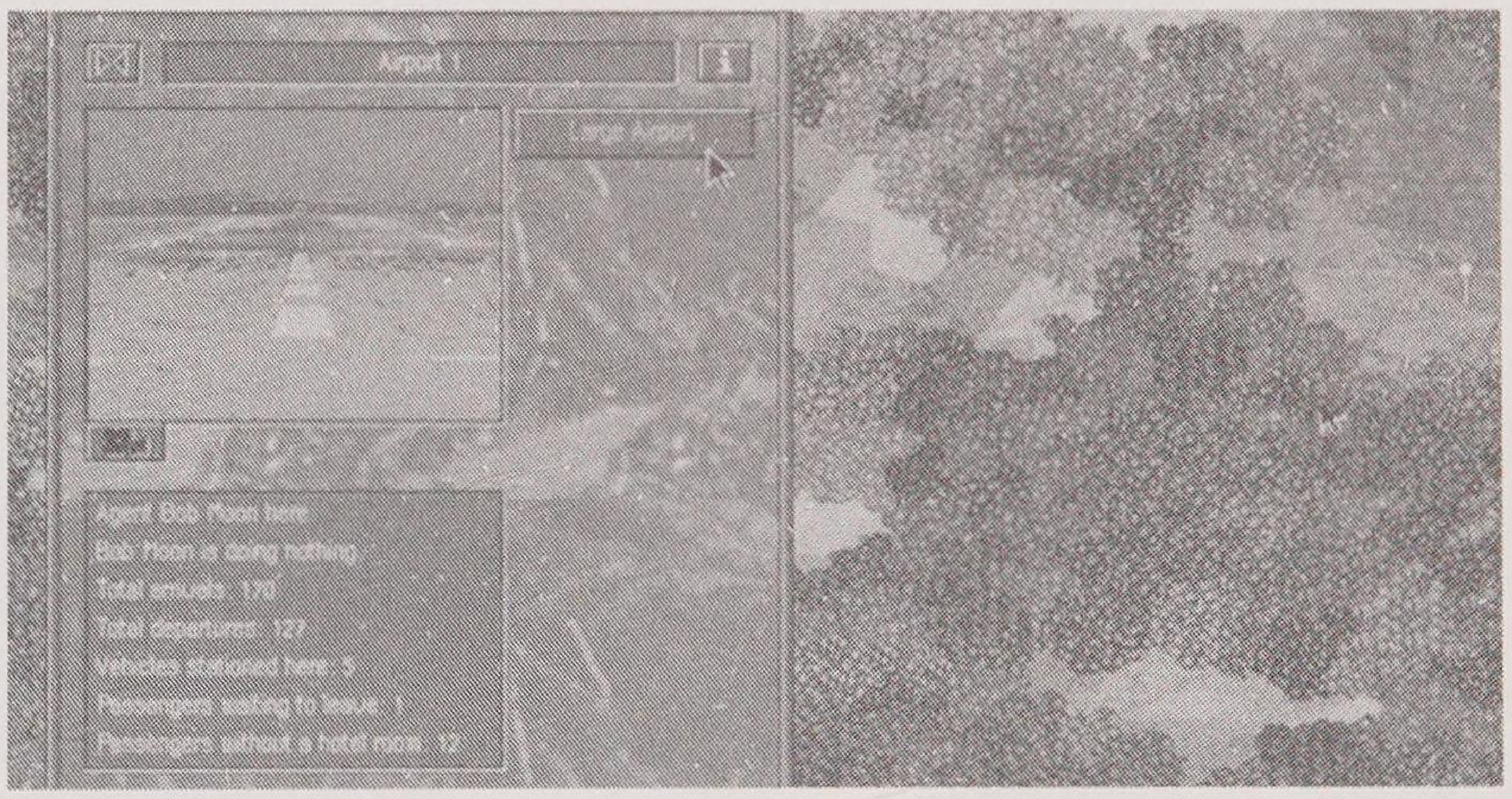
Figure 10-03. Billy and Emma have the magic touch when it comes to drumming up tourist excitement.

The hotels are in pretty good shape, so I shift my focus onto the island's tourist attractions. This time out, Billy's paired with Emma. Between the two of them, they're able to raise the excitement level of each attraction. Just as Billy notched up the accommodation quality levels to 10 all over the island, he now pushes the excitement levels of tourist attractions to 10. It's a fairly quick procedure, although I have to occasionally pause and wait for my coffers to fill with plenty of EMUs before continuing to the island's next attraction.

The tourist attractions are clearly more interesting now, and I suspect we'll see a sizable jump in the number of visitors. I want to make sure there's room for them all, so I send Bob around to each attraction and have him double the capacity, from four to eight.

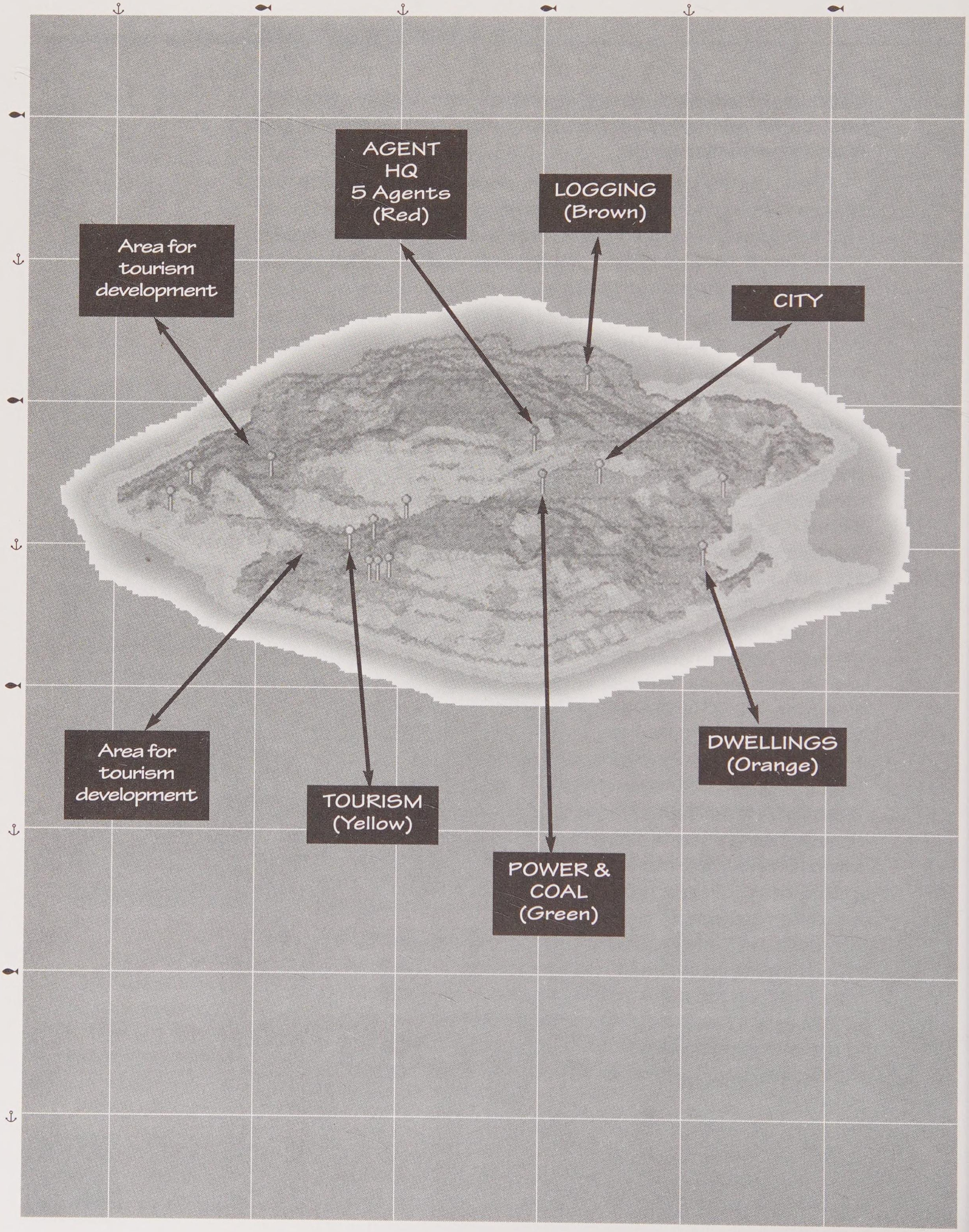
Much the same thing must be done at the three hotels near the ferry port. There's a slew of tourists waiting for rooms. I better supply them before my visitors shrug their shoulders and get back on the ferry. Bob helps me out with this, expanding each hotel's capacity to 60. These additional 34 rooms ease the situation to a considerable extent.

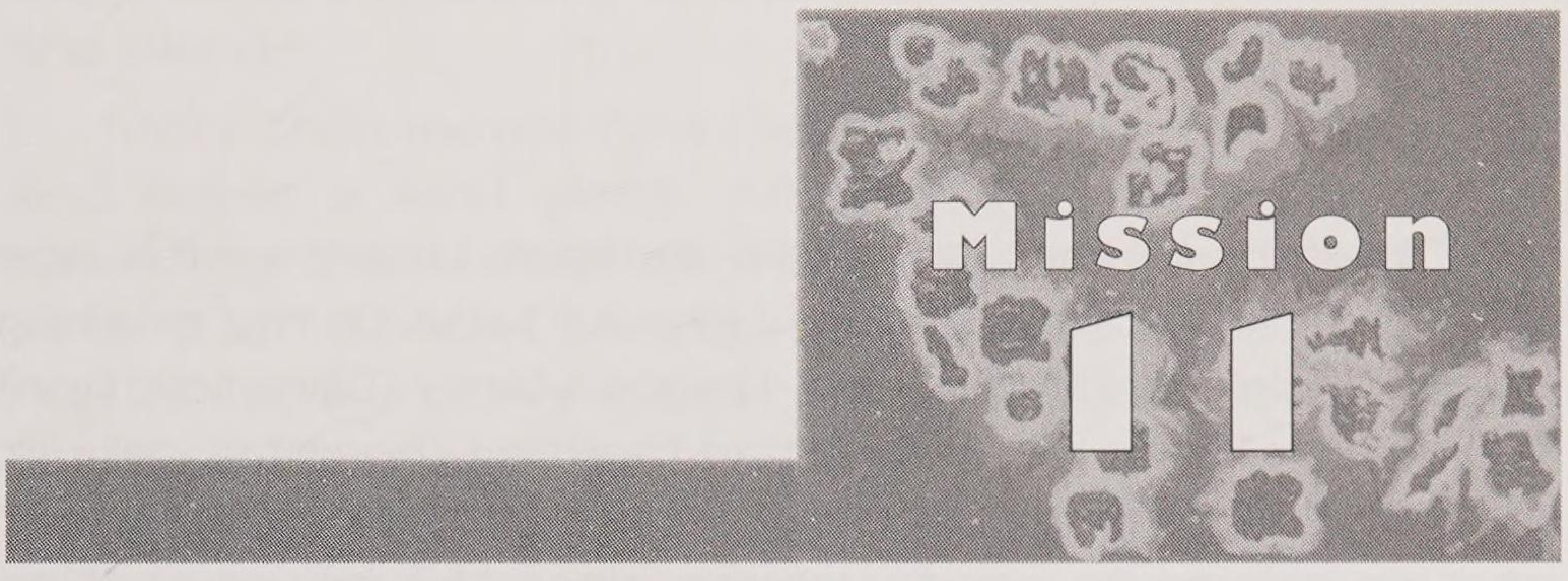
These "new and improved" accommodations are now running like clockwork. My total income pulls in between 7,000 and 9,000 EMUs per month. At this rate, it won't be long before I'll have my 40,000 EMUs, insuring mission success. It's an odd success story that doesn't require plenty of sacrifices from someone. Yet, that's exactly what's happened in this scenario. The local ecology hasn't been harmed, the tourists are here in droves ... and soon I'll have their money. All's right with the world, at least THIS world.



Agent Bob Moon here
Bob Moon is doing nothing
Total arrivals: 170
Total departures: 127
Vehicles stationed here: 5
Passengers waiting to leave: 1
Passengers without a hotel room: 12

Figure10-04. Prepare for a flood of visitors by expanding one of your airports.


AGENT HQ 5 Agents (Red)
LOGGING (Brown)
Area for tourism development
CITY
Area for tourism development
TOURISM (Yellow)
POWER & COAL (Green)
DWELLINGS (Orange)



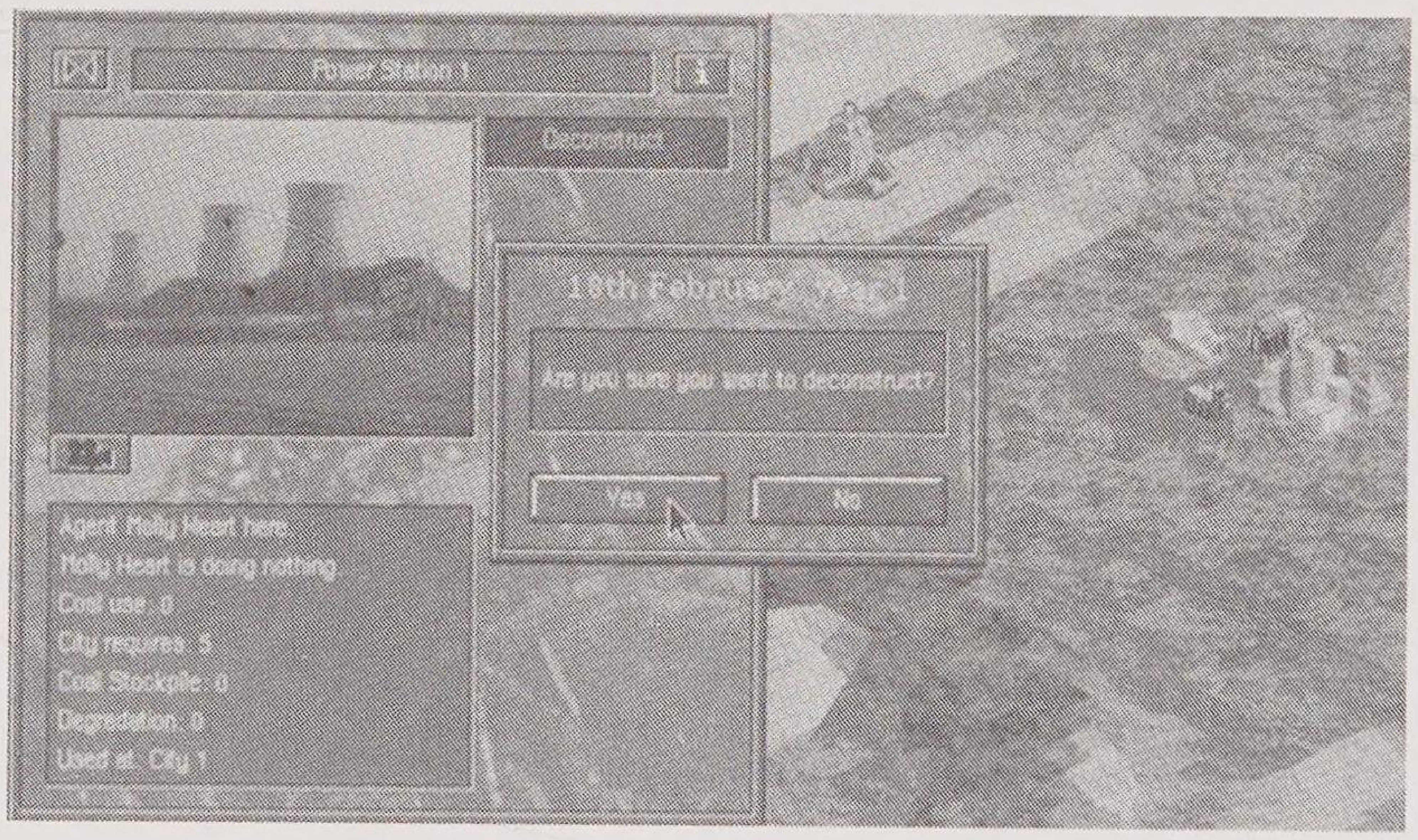
Mission 11

Tourism: More Smiles Everyone

Mission Briefing

The powers that be have determined that your island is a potential gold mine for tourism. Your agenda is to promote this industry by building at least 10 hotels, each having a capacity of 51. Additionally, you must spark interest in the island by constructing 10 tourist attractions, all of which have an average excitement factor of 10. There's an eight-year time limit, and you need to make sure that none of your resorts degrades over time.

Before I start trying to attract visitors with new construction, I figure I should tend to my existing buildings. To this end, I move Marty (Construction) to the city. I have him build urban facilities (hospital, college, etc.). The city's in better shape now, but the nearby power station serves no good purpose, since the power station uses coal and there are no coal mines on the island.



18th February Year 1

Are you sure you want to deconstruct?

Agent Molly Heart here.
Molly Heart is doing nothing.
Coal use: 0
City requires: 5
Coal Stockpile: 0
Degradation: 0
Used at: City 1

Figure 11-01. There's no shortage of money at the outset of this mission, so it's a good idea to replace the pollution of the power station with a wind plant.

NOTE: I could locate some coal deposits and begin a mining operation. But that will require the purchase of heavy machinery, and if I'm going to go through all that rigmarole to mine coal, I may as well use the heavy machinery to construct a cleaner and more pleasing wind plant.

Molly (Construction) deconstructs the power station, then Marty builds a heavy industry plant on the newly vacated soil. Back at headquarters, I crunch numbers and decide to fire Marty. Randy (Industrial, Construction) is Marty's match at construction tasks but is also adept at industrial work. Good-bye Marty, hello Randy. Since I'm consolidating, I opt for Billy (Negotiation, Local Culture) over Andy and pick up Dee (Negotiation, Employment) for his employment skills.

With my roster set, I send Dee and Randy to the heavy industry plant, where Dee switches distribution to Internal

Use and fires all but one employee. Randy then switches the job setting from None to Machinery, allowing Dee to Buy Product and bring 10 units of heavy machinery onto the island.

Molly then moves to a location northeast of the city and builds a wind plant. Afterward, she constructs a sawmill to the west of all of this development where Billy sets it to Internal Use and imports 500 units of wood. I ring Dee at the heavy industry plant and ask him to select Buy Product once more.

With wood and machinery in tow, Randy sets out on a quest for oil. A look at the 2-D map with the Oil button selected shows a prime oil deposit off the island's east coast, and Randy constructs the rig. Molly builds the accompanying oil pumping station on the closest available shoreline as Randy puts the finishing touch on our instant oil industry by shifting production to Drill Double.

At this point I don't dare reveal just how hard I plan to work Molly. She would surely either quit on the spot or start hitting the Raise Agent Salary button like a lab monkey flailing at a pellet bar. The plans revolve around tourist accommodations, but before we get into that it's going to be crucial that visitors have a way to get here—and that's spelled a-i-r-p-o-r-t.

In preparation, Billy imports 1,000 units of wood at the sawmill. I send Molly to the western side of the island, just north of the ancient burial cave that's been there since Noah was a teenager. Molly centers the airport in the clearing there because she'll be expanding it to a large airport soon. After finishing construction, she returns to Agent Headquarters where Dee trains her to

Figure 11-02. Molly kicks things off by constructing a small airport that will soon be converted to a large airport.

77 percent. She again heads west to expand the airport. Meanwhile, Billy is stationed at the sawmill importing wood in blocks of 1,000 units whenever the supply bottoms out.

To satisfy Molly's insatiable building lust, I send her to begin construction on three accommodations along the west coast of the island. She picks out three sites along the beach and builds the trio of hotels, then expands them to capacities of 53 each.

NOTE: It's important that they're actually on the beach so that the hotels that are built will automatically have beach resort attractions.

Molly's found her building rhythm, so I want to keep striking while her iron's hot. I send her to a spot near the hotel and burial cave. This is where our fourth hotel will go, and once she finishes slapping the roof on that sucker, she'll enlarge it to hold 53. Now she has that crazed construction-mad look in her eyes so I send her back to the beach to add a fifth hotel and, you guessed it, extend its capacity to 53 (because you never know when a boat full of Shriners will appear).

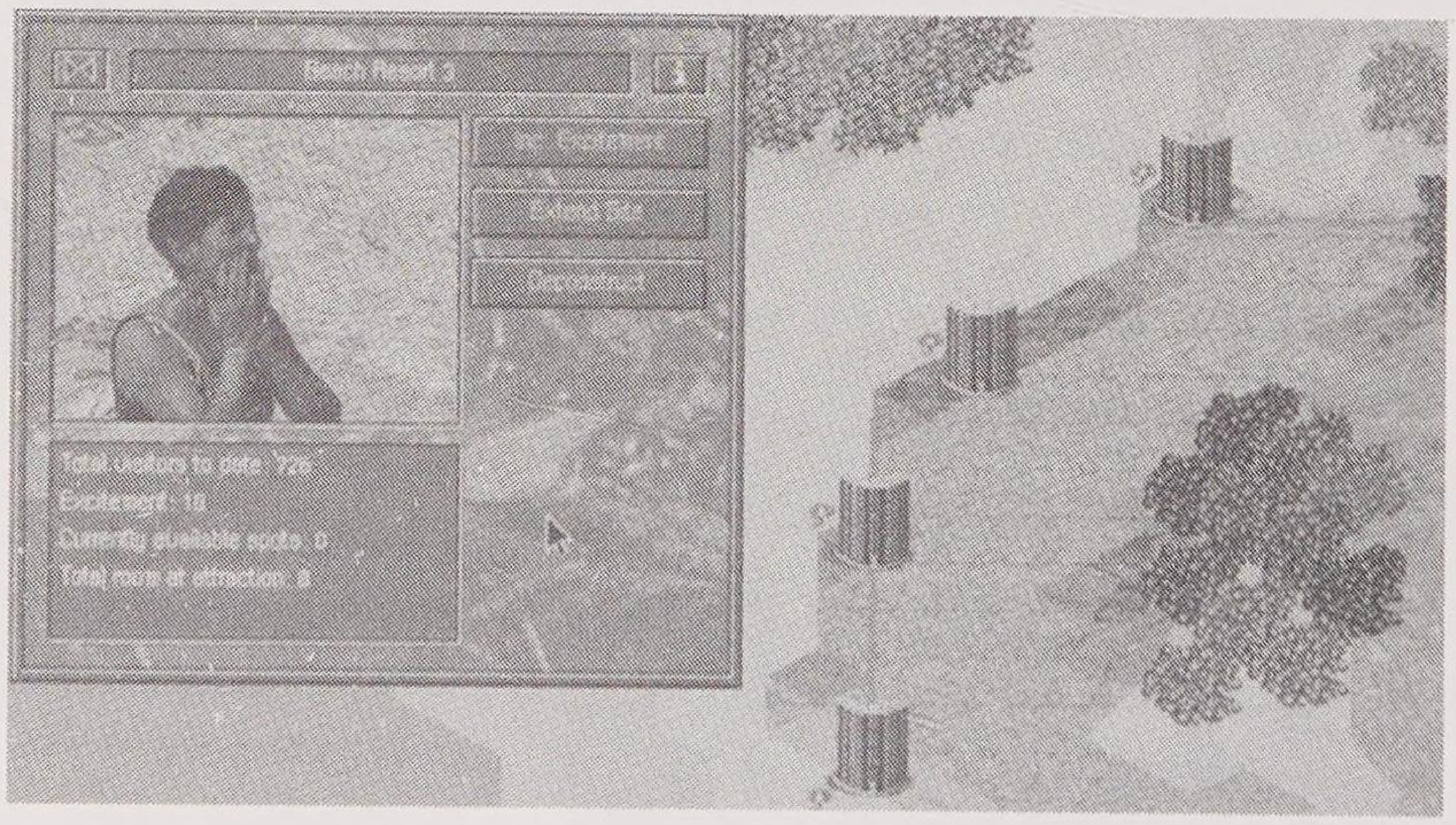


Figure 11-03. The quality of the hotels and the excitement of the tourist attractions are two key factors that determine tourists' interest in my island.

There are plenty of rooms now, but I can't say I'm thrilled with their cheap appearance. Billy travels to each accommodation and improves each until they've reached a quality of 10. Then Billy joins forces with Emma (Local Ecology) to raise excitement at each beach resort to a peppy 10. Molly then expands each resort attraction once, and establishes a self-standing tourist attraction just west of the airport. Once the Day-Glo paint's dry, I have Billy and Emma churn up business by increasing the excitement to 10.

Next stop for Molly: the island's northern edge. I've decreed the need for another airport, so Molly finds a small clearing and builds. The hilly terrain dashes hopes for a large airport, so Molly constructs a ferry port on the nearby deep shoreline. As soon as she finishes there, I send her to the nearest beachfront location to construct an accommodation and expand it to hold 18.

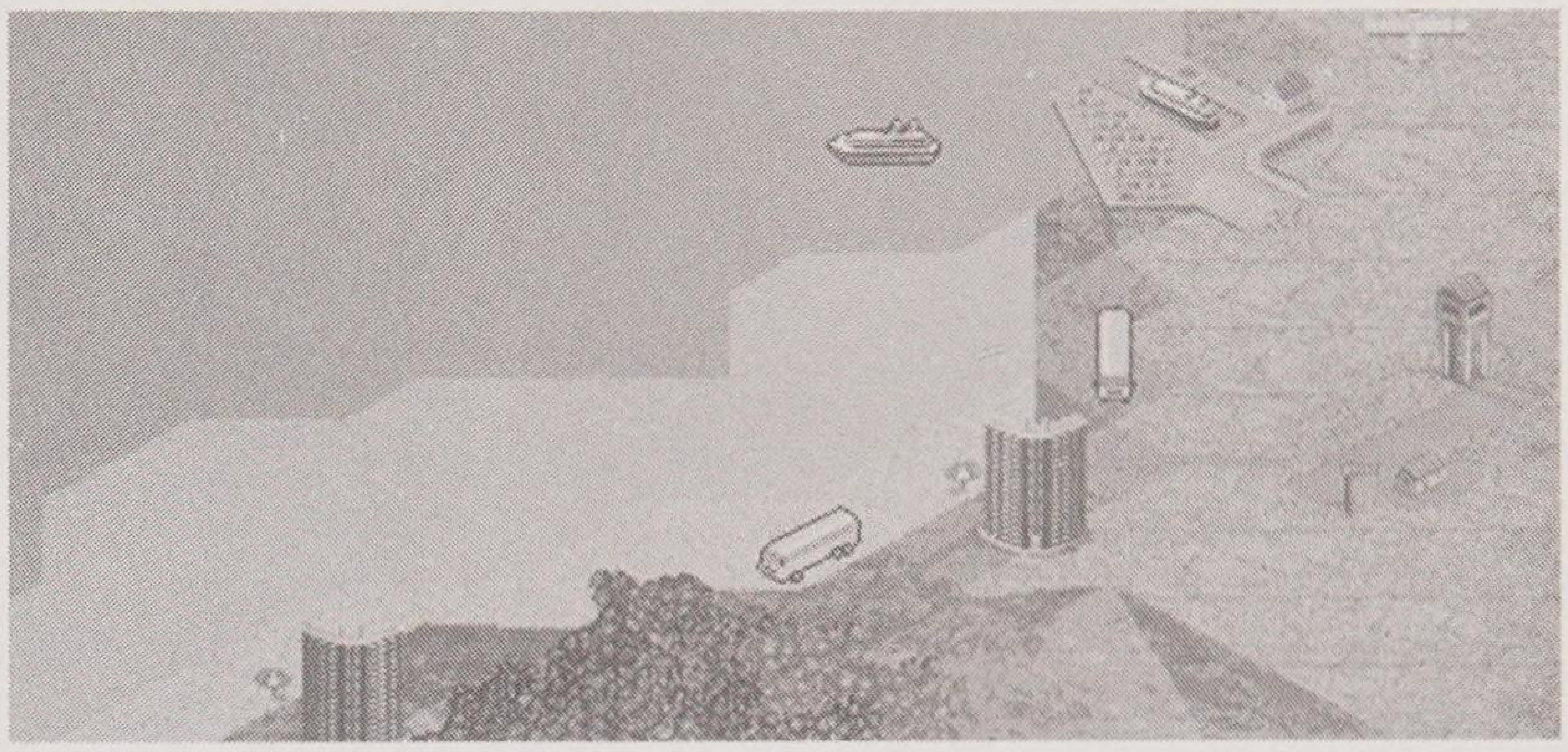
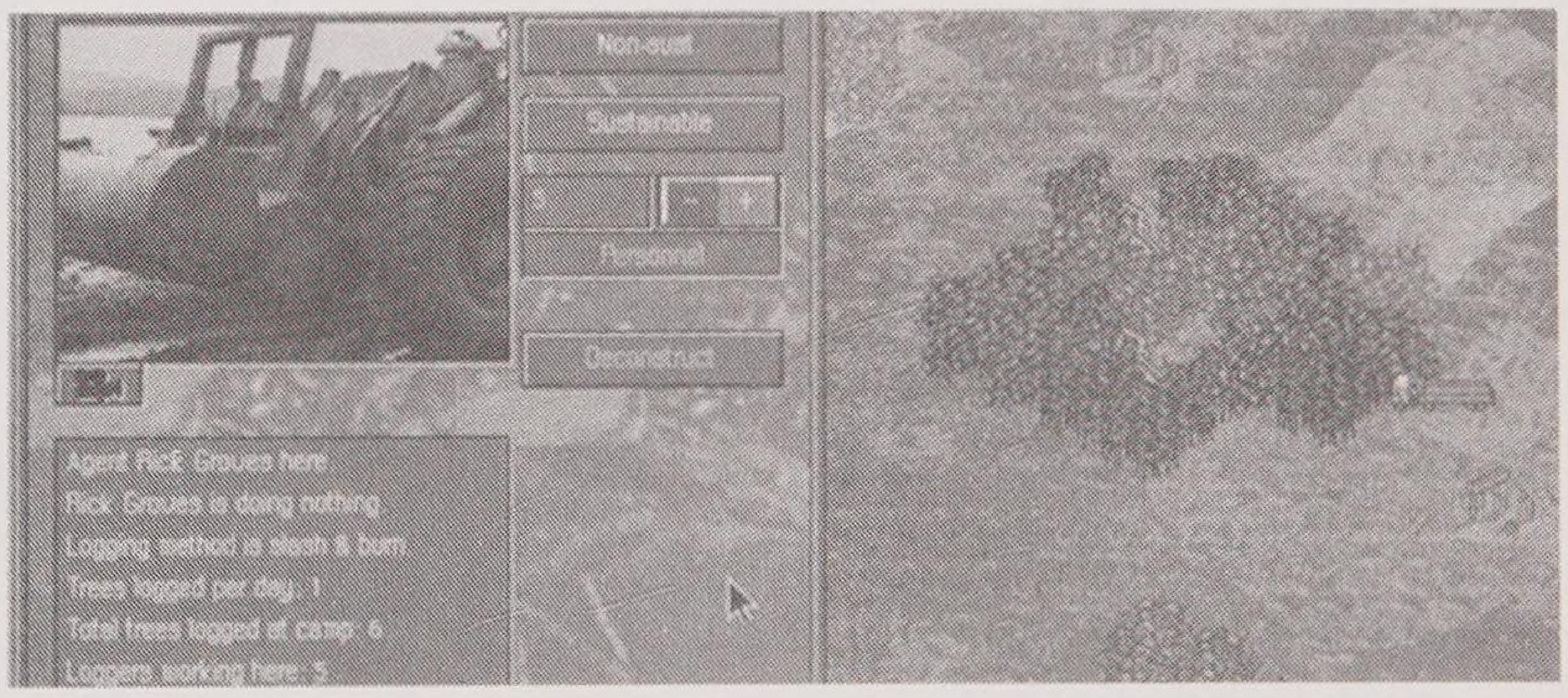


Figure 11-04. The collection of hotels on the west coast isn't enough to meet the quota, so Molly begins a second tourist industry alng the northern edge of the island.

While Molly's occupied, Randy begins a second hotel further west on the beach. As Randy expands it to a 12 capacity, Molly finishes her job and, sensing a challenge, adds a third accommodation even further west on the beach and extends it to hold 12 tourists. Billy and Emma follow suit, traveling to each accommodation's beach resort attraction and jacking the excitement level up to 10.

To add a second airport, Molly must first prepare a clearing, so she places two logging camps in the clump of trees that obstruct an otherwise prime location. She builds a sawmill that is both near and yet out of the way.

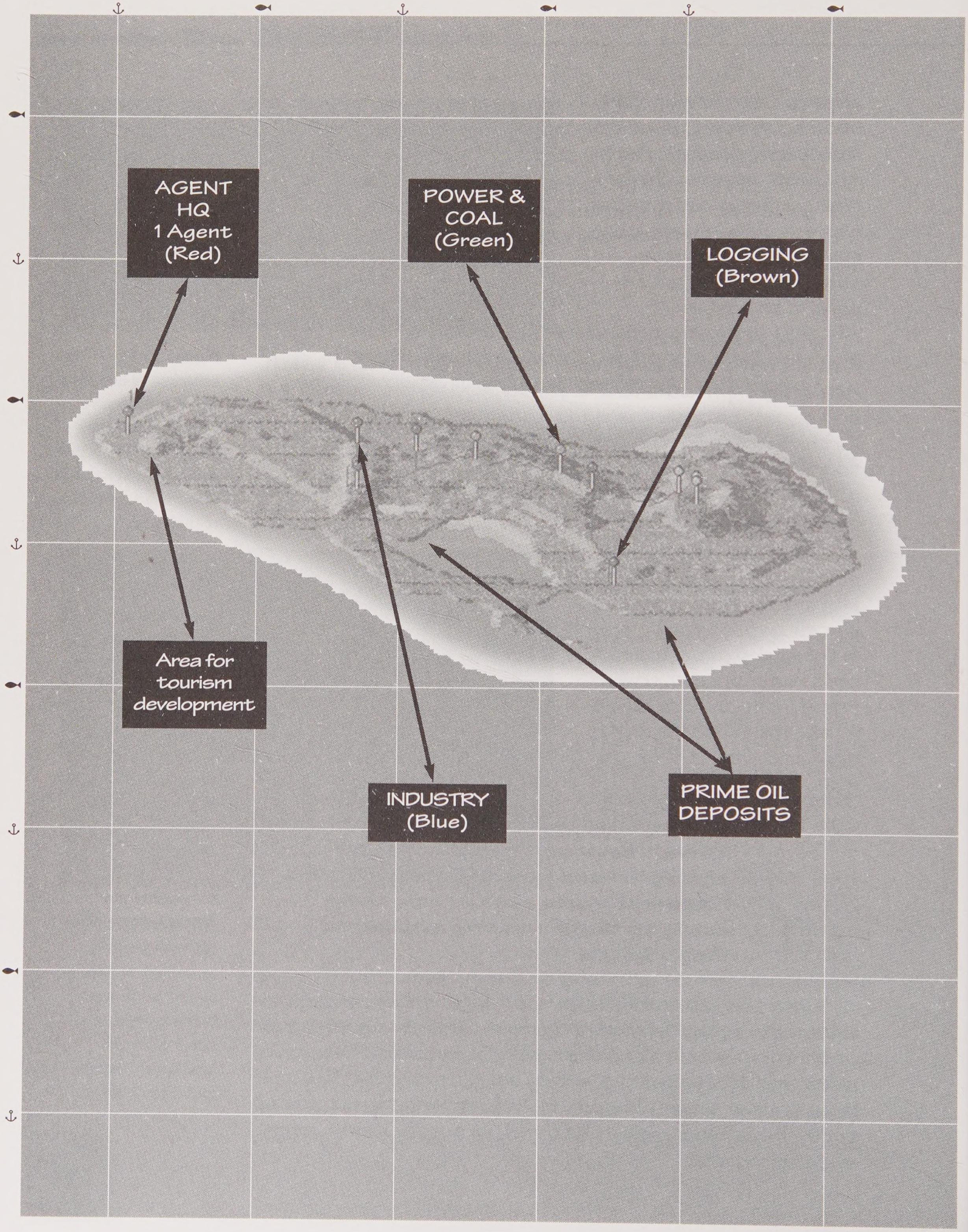


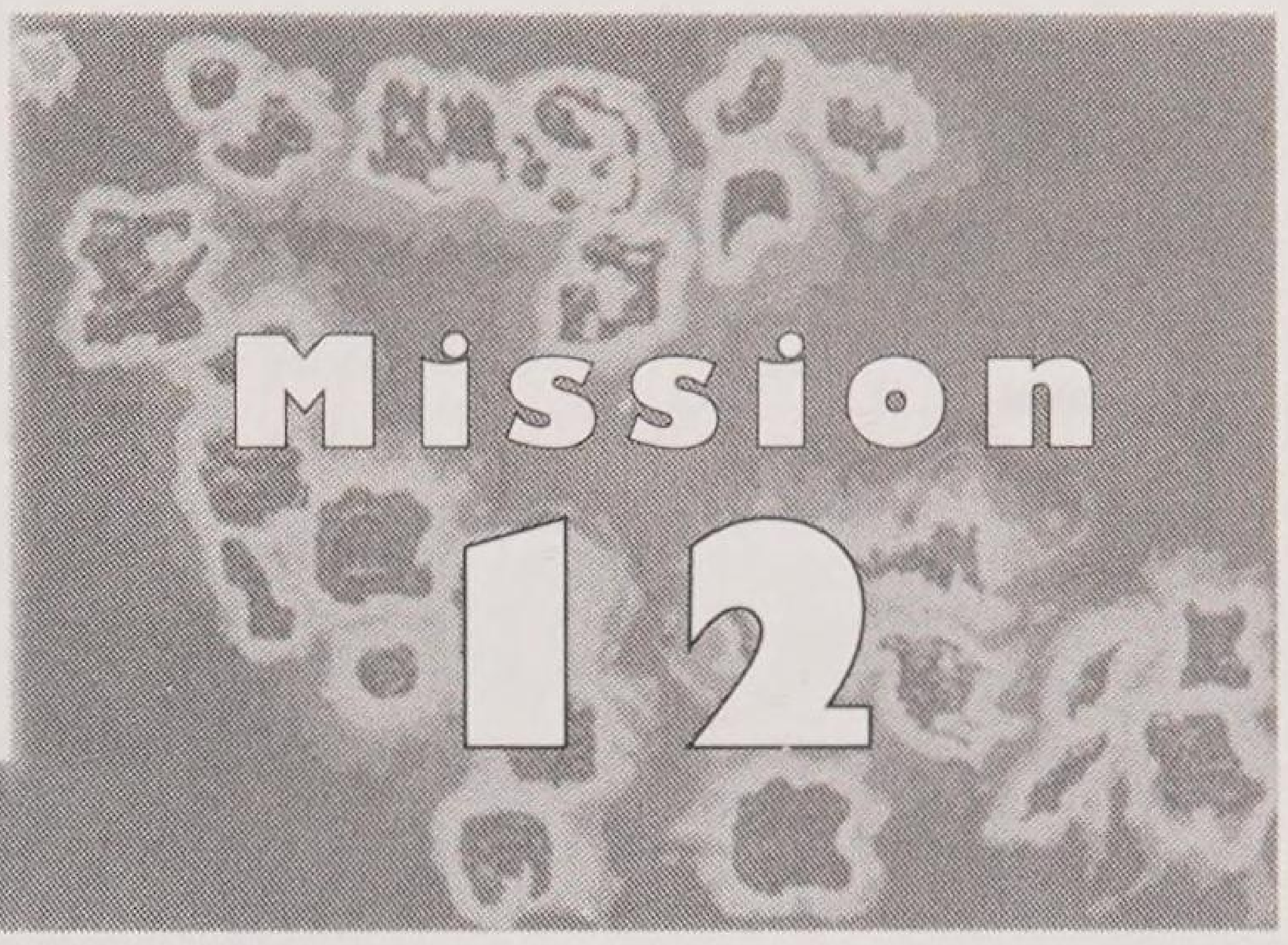
Agent Rick Groves here
Rick Groves is doing nothing.
Logging method is slash & burn
Trees logged per day: 1
Total trees logged at camp: 6
Loggers working here: 5

Figure 11-05. Slash & Burn logging can quickly clear enough land for a second large airport to revitalize the tourist industry along the west coast.

TIP: Because I want these woods cleared as soon as possible, I call in the services of a real wood expert. Sandra (Flora & Forestry) visits each logging camp, changing the harvesting method to Slash & Burn.

Once there is sufficient space, Molly centers an airport in the clearing and immediately expands it. She adds a pair of 53-room hotels along the beach. She could do this in her sleep, and at this point, she very nearly is. She finishes, collapsing after single-handedly building an amazing number of accommodations, sawmills, and airports. Good night, sweet princess.


AGENT HQ 1 Agent (Red)
POWER & COAL (Green)
LOGGING (Brown)
Area for tourism development
INDUSTRY (Blue)
PRIME OIL DEPOSITS



Mission 12

The Development State: You Can't Stop Progress

Mission Briefing

Within 20 years, you must meet a very specific development agenda. The island has to achieve 15 percent Industrialization and 30 percent Development. Additionally, you need three hi-tech plants in operation and three cities (each of which averages 70 percent Population Happiness).

Picky, picky, picky—that's my response to this scenario's demands. I'm also floored by the lengthy time span of the mission. Twenty years? Back home in America, I could gun down everyone in a real village and draw a lighter sentence.

I'm going to need some superhuman help with this mission. That's why I'm glad my lead agent on this mission IS superhuman—sort of. His name is Captain Sprout, or so he says, and he purports to have been normal until a plutonium-coated lollipop gifted him with special powers. This bulked-up environmentalist claims to possess the sum total of human knowledge. I hope he's right. Even with this so-called Captain I'll need all the time I can get, so I first set the game speed to Slow.

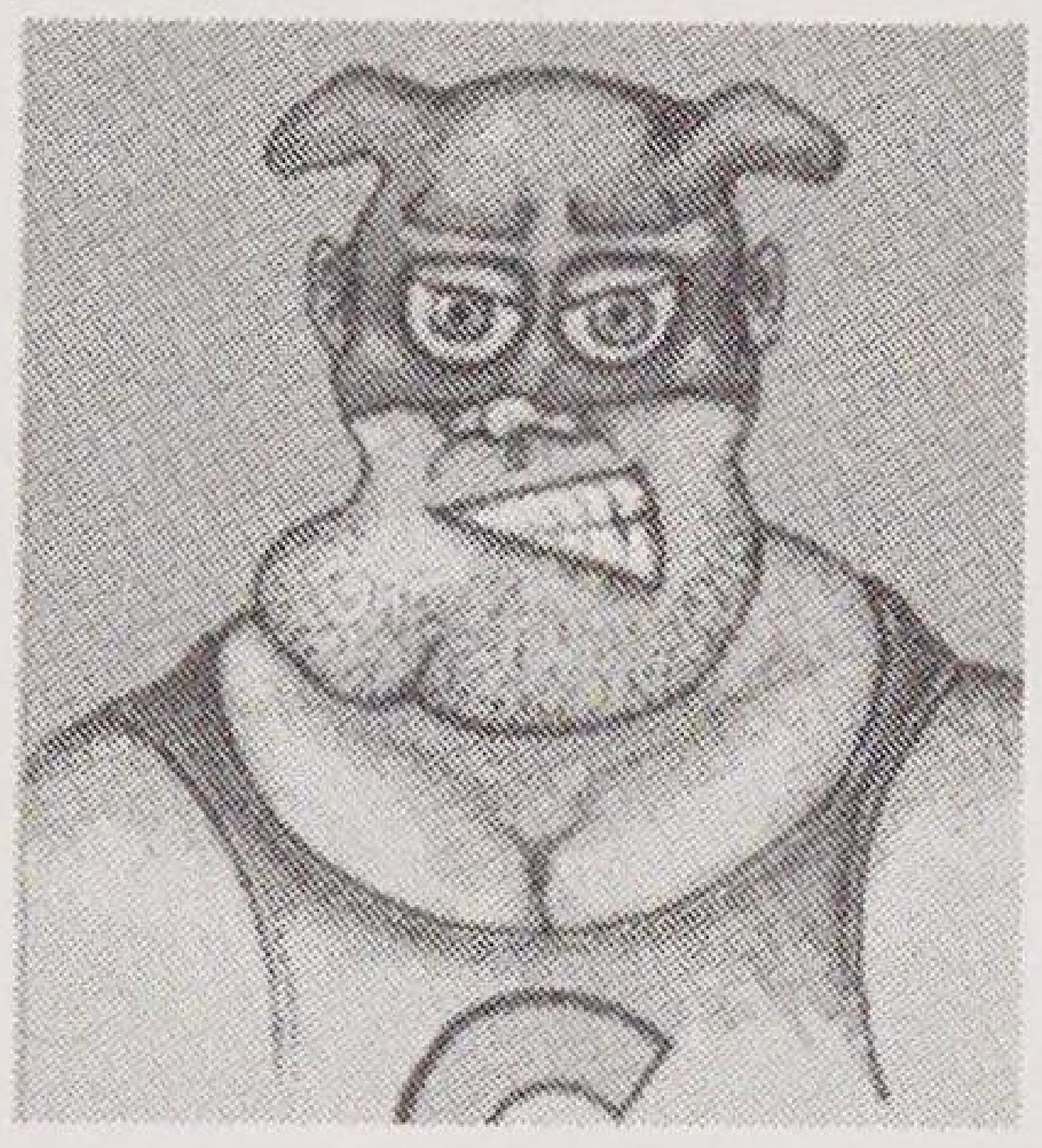
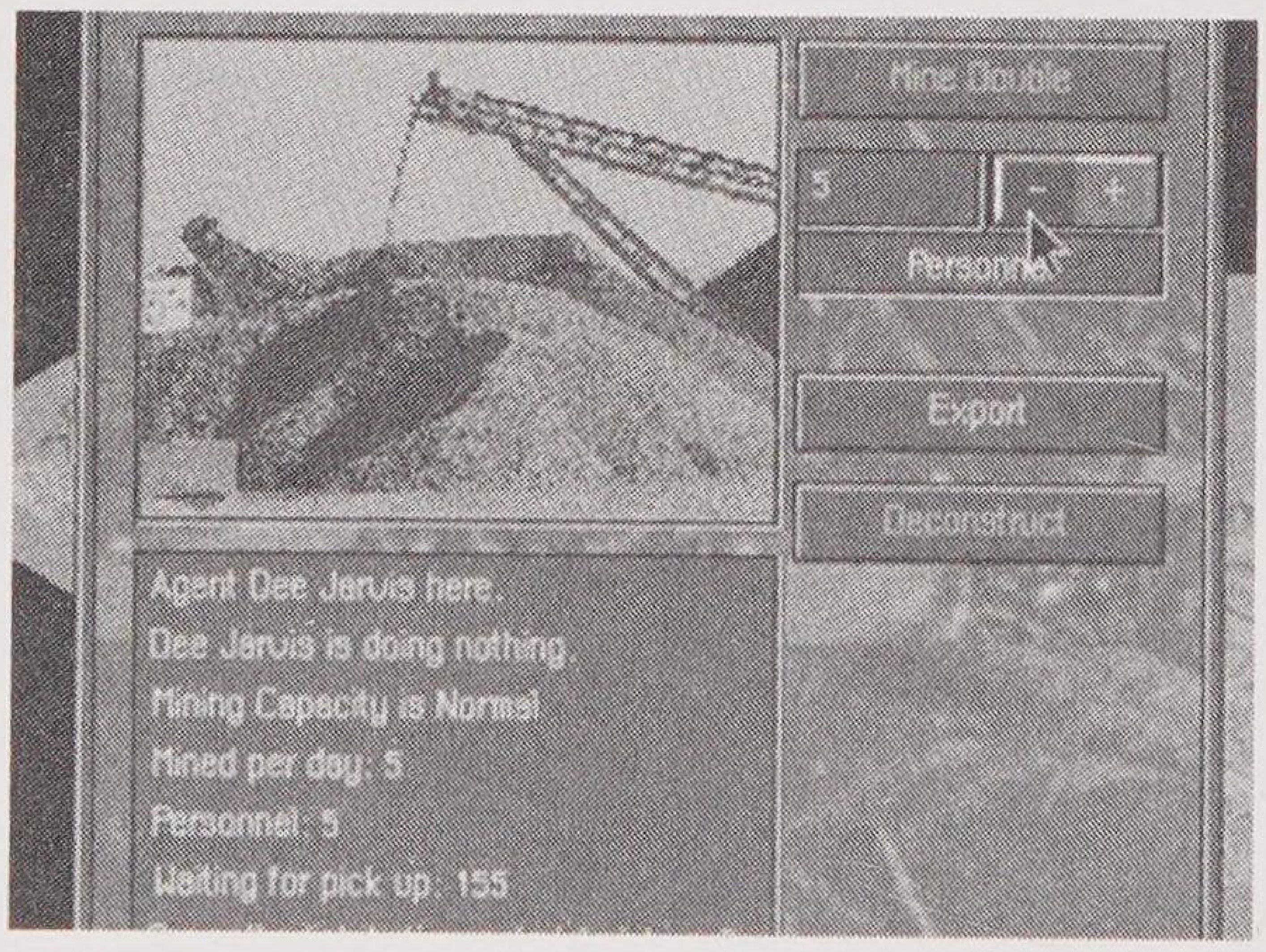


Figure 12-01. Captain Sprout is a hero in the most unconventional sense of the word.

Despite Captain Sprout's sundry talents, I still need to hire an agent with negotiation skills, so I call upon the trusty Dee (Employment). (I handily forget to tell him he's working with Captain "Fruitcake.")



Agent Dee Jarvis here.
Dee Jarvis is doing nothing.
Mining Capacity is Normal
Mined per day: 5
Personnel: 5
Waiting for pick up: 155

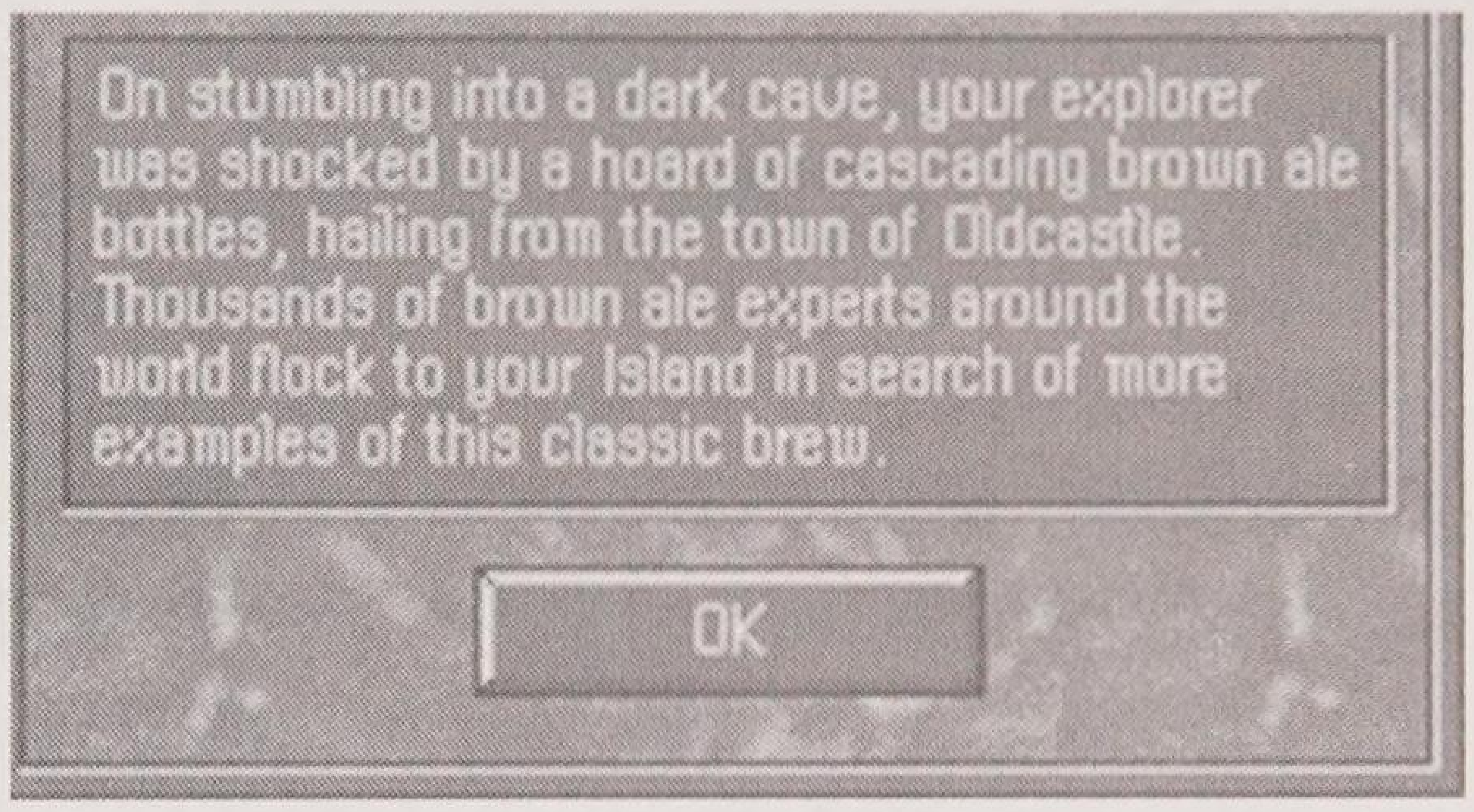
Figure 12-02. Dee saves money by issuing a few pink slips.

My first goal is to minimize my unprofitable and unclean coal operations. I send Captain Sprout to one such mine with orders to Deconstruct. Dee downsizes all other mines by firing three employees at each mine and targets each for Internal Use.

Eager to find some loot, I call on the good Captain to explore the island thoroughly. He salutes smartly and vanishes into the forests. He eventually returns, wheezing, to hand me a sack of several thousand EMUs (there are other assorted goodies scattered about as well). Sprout then builds a sawmill in the circular clearing at the island's center.

CAUTION: If ever using Sprout on another building job, make sure to save the game before he begins. Otherwise, there's some possibility that he'll choose to build one of his "sprouts," a type of chlorophyll-filled hose that he's convinced helps the environment.

As Sprout finishes, Dee switches the sawmill to Internal Use and begins the process of importing between 1,000 and 2,000 logs.



On stumbling into a dark cave, your explorer was shocked by a hoard of cascading brown ale bottles, hailing from the town of Oldcastle. Thousands of brown ale experts around the world flock to your Island in search of more examples of this classic brew.

Figure 12-03. Sprout uncovers all kinds of treasure when exploring.

The Captain, looking more weary than ever, will put the wood to good use. In an area directly below the Agent Headquarters, Sprout reluctantly begins constructing the following projects: a large airport, a ferry port, tourist accommodations, and a large tourist attraction. Because I'm beginning to doubt Sprout's encyclopedic knowledge, I jot down the building specs for him. The attraction needs to be a size 23 with an excitement level of 20, while the accommodations should be size 53 with an overall quality ranking of 10.

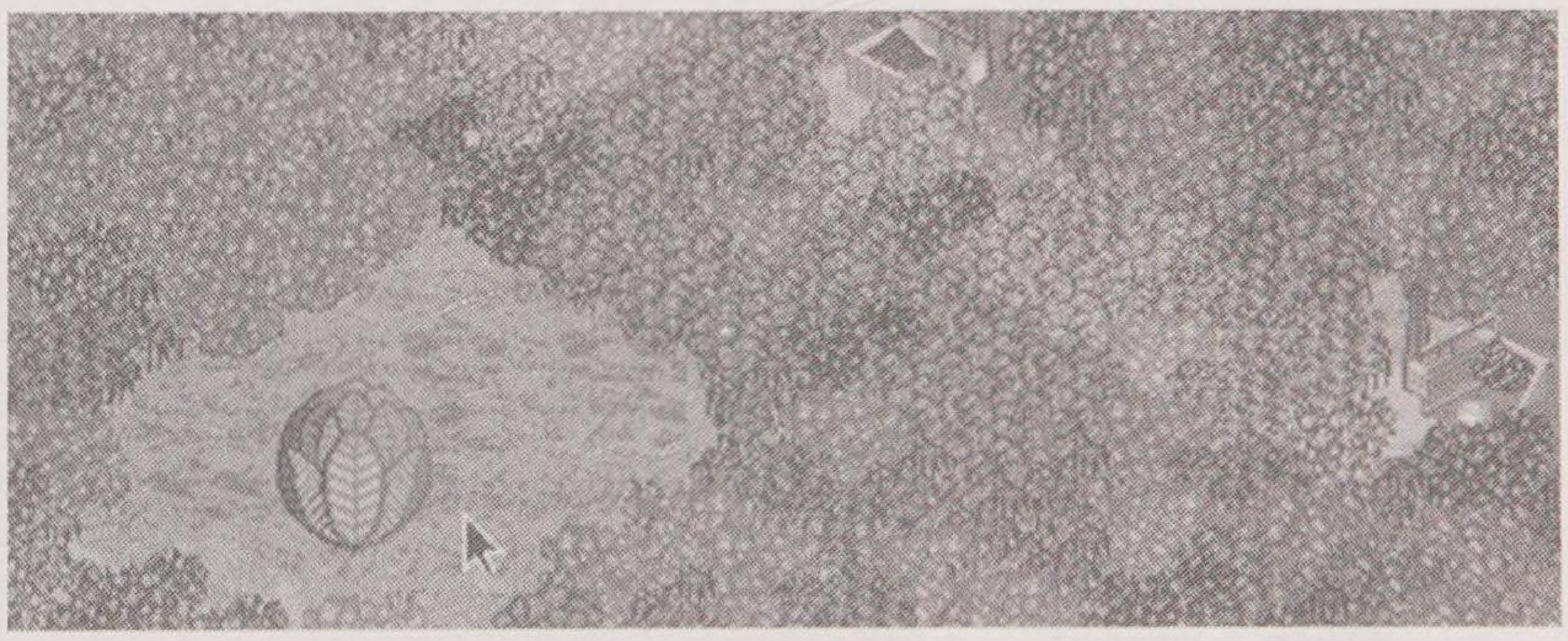
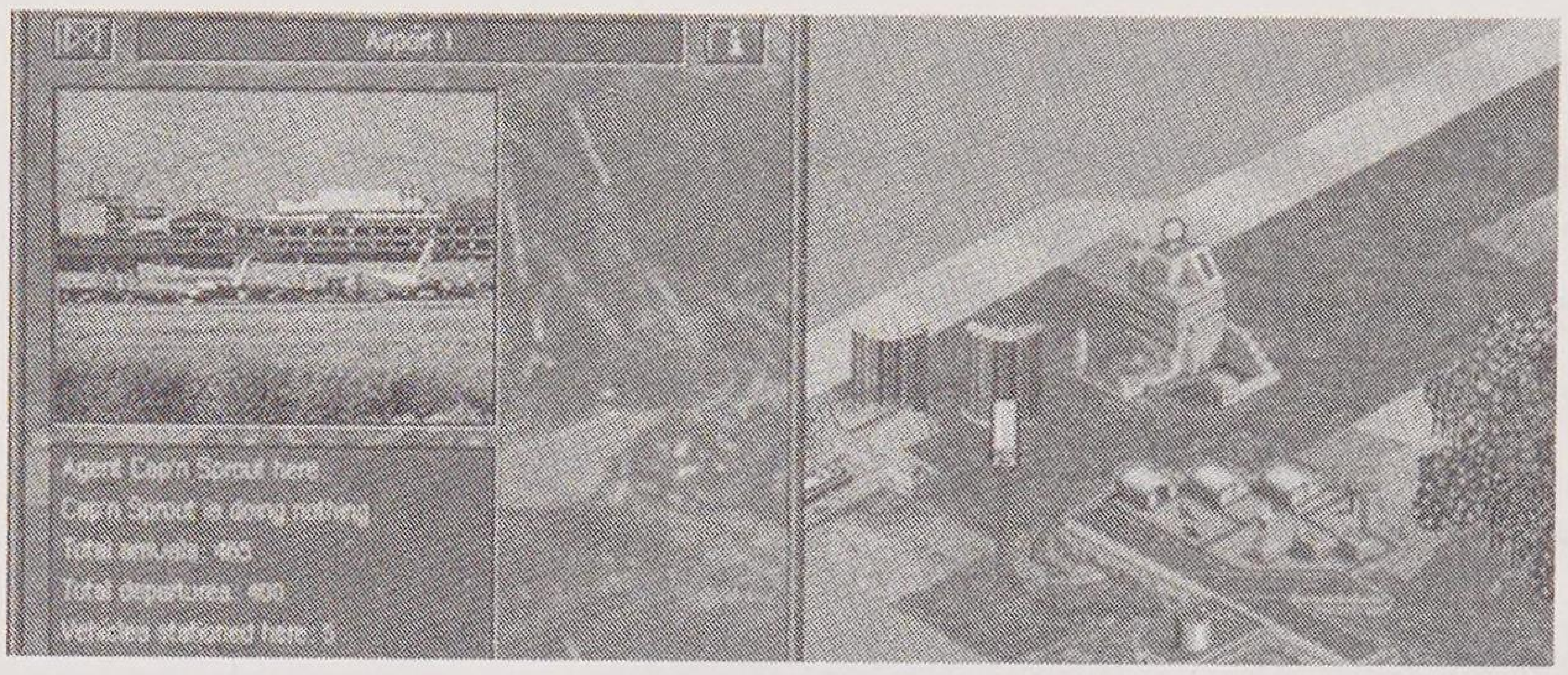


Figure 12-04. Ask Sprout to build a sawmill and this is what you get.

TIP: All I need to do to keep it profitable is cast an occasional glance at the airport and ferry port. Roomless passengers require accommodation expansion. A decline in arrivals may lead to construction of another large airport.



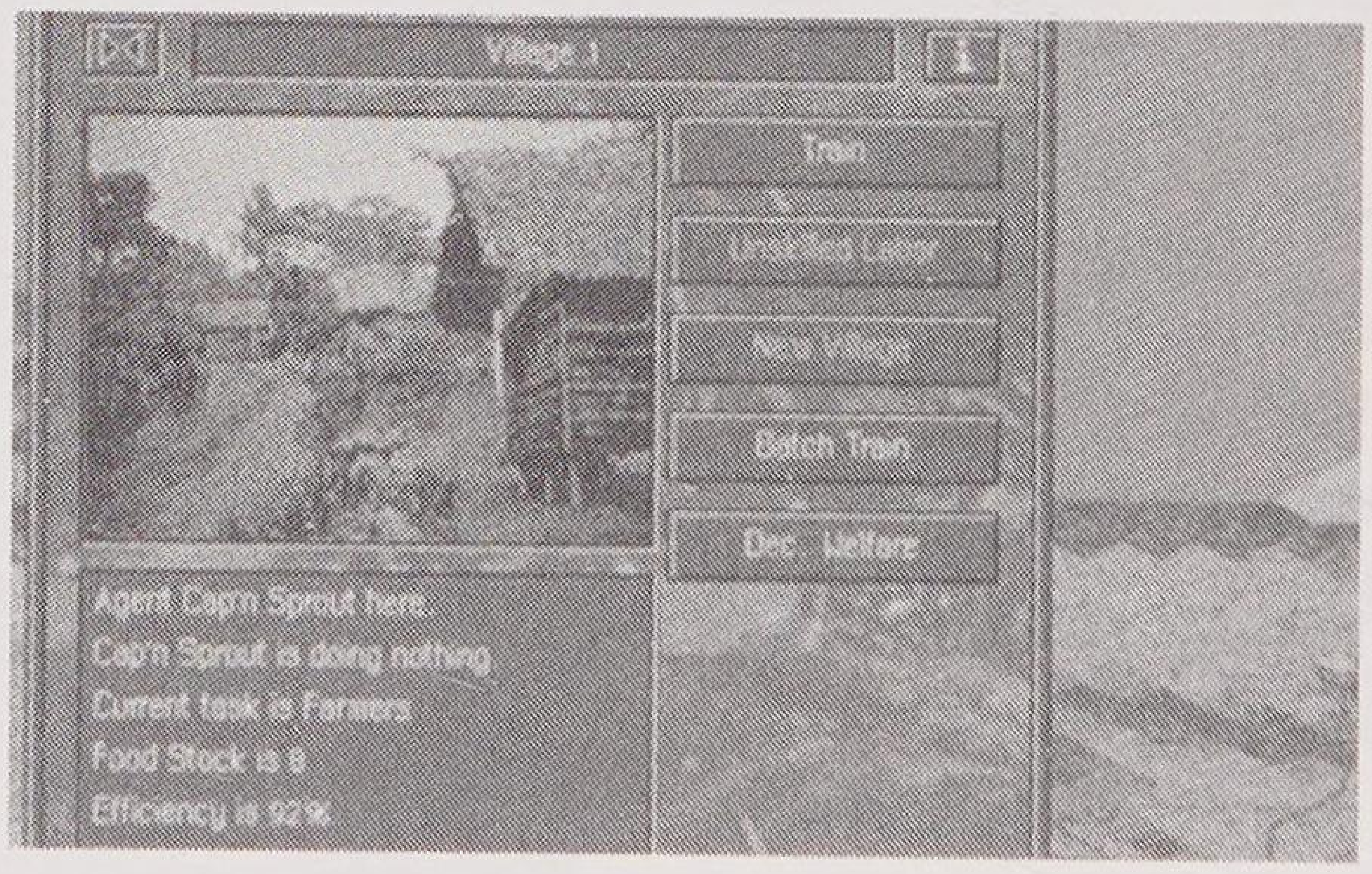
Agent Cap'n Sprout here.
Cap'n Sprout is doing nothing
Total arrivals: 465
Total departures: 400
Vehicles stationed here: 5

Figure 12-05. The island's western tip is a perfect site for extensive development.

Now I start planning my cities, which begin as towns. After Sprout places them in areas with ample growing room, he trains the surrounding villages to achieve increased food production. Because I need about 10 villages to support three (eventual) cities, the Captain must train until the villages grow large enough to split several times. I also require workers, so Dee hires 30 unskilled laborers as the village population allows. Dee then returns to the mines, boosting personnel at each back to five.

Now Sprout places a small army of five to 10 logging camps in prime locations. Since I'm thinking in bulk, I hire Rick (Flora & Forestry) to set the camps to Non-Sustainable.

NOTE: There's another reason for going Non-Sustainable—as a by-product, it creates woodwaste, which I can to put to good use later on.

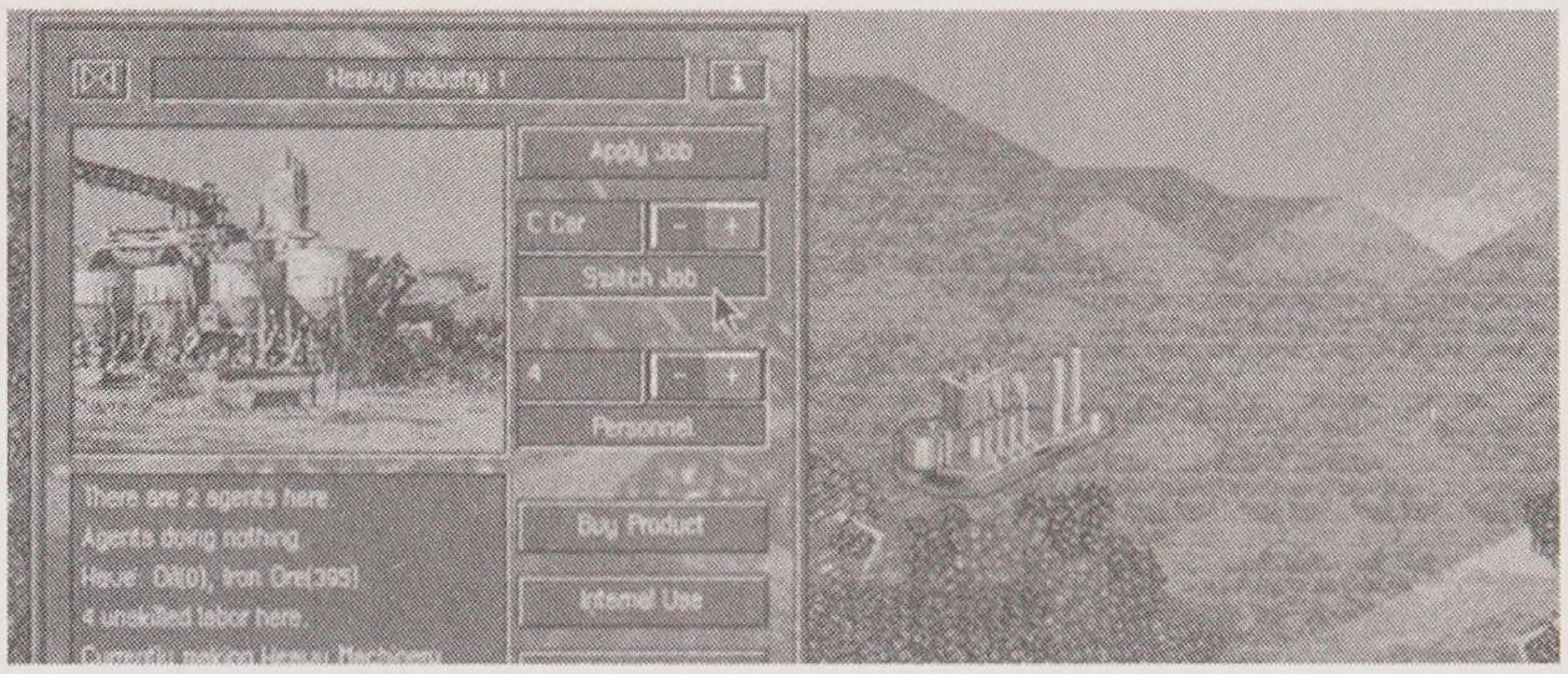


Agent Cap'n Sprout here.
Cap'n Sprout is doing nothing
Current task is Farmers
Food Stock is 9
Efficiency is 92%

Figure 12-06. When a village's population peaks some simple division.

As I await the town-to-city transitions, I send Captain Sprout to each town to increase the facilities (hospital, college, recreation, spiritual) once. As soon as the first city is born, I halt the growth of the remaining two towns by increasing welfare at several villages.

Concentrating on my new city, I place a power plant nearby. Sprout pays a visit to each facility and improves until the coveted Superb rating is achieved. Dee recruits skilled labor from the city as the Captain builds a heavy industry plant to produce machinery. Sprout also constructs a steel mill, and Dee converts both the plant and the mill to Internal Use.



There are 2 agents here.
Agents doing nothing.
Have: Oil(0), Iron Ore(395).
4 unskilled labor here.

Figure 12-07. Industrialization pushes my switch from heavy machinery to cheap car production.

After increasing the game speed to Medium, I wait for eight units of heavy machinery to be produced. Now with the ingredients for an oil industry, I switch to the 2-D map and set up shop where the color-coded map advises. I set my rig to Drill Double and build an extra tanker. Furthermore, I remind the pump station that I want to use that oil internally (sounds like I intend to drink it, doesn't it?).

Remember those towns I left in limbo? After my heavy industry factory creates another 20 units of heavy machinery, I return to the villages I stymied earlier and DECREASE the welfare, prompting the locals to increase their food production. The populations rise and the two towns turn into cities.

These cities will need electricity, and I opt for wind plants over coal. Less pollution keeps Happiness levels high.

TIP: It's a good idea to check in with each city every once in a while and confirm that every facility is Superb. And if a facility has slipped from Superb-itude, it should be tweaked until it's perfect again.

Another growth spurt is on the way, but this time it's industrial. I laid the groundwork with the oil rig but I now need plastic, which can be converted from oil in a chemical plant. I build such a plant, ensuring it's geared to produce plastic and earmarking that plastic for Internal Use.

Now that I'm diverting oil for plastic production, I use my surplus of heavy machinery to erect three more rigs. Each one gets its own on-shore pump station, along with an extra tanker and orders to Drill Double.

Despite my constant spending, my treasure chest still clinks and rattles when shaken. I purchase some more heavy machinery, targeted for construction of a manufacturing plant. Once built, the plant is configured to produce Quality Manufactured goods and I set the production for Internal Use. It's time to start making cars, so Sprout switches the job from Machinery to Cheap Cars at the heavy industry plant.

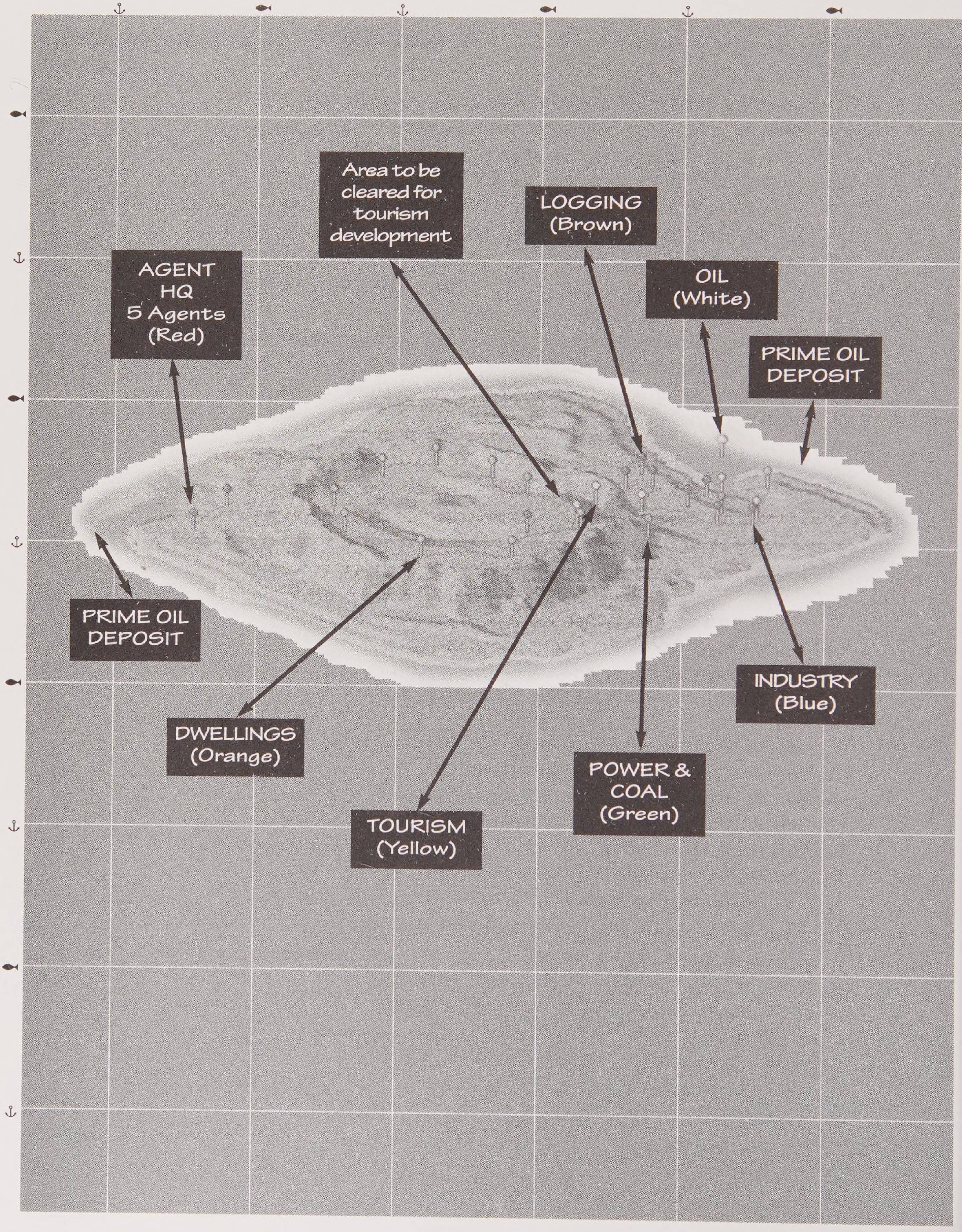
Meanwhile, my manufacturing plant has kicked out enough Quality Manufactured goods that I can now place a hi-tech factory to produce Quality Consumer goods. I then build a second manufacturing plant to make Cheap Manufactured Goods, and a hi-tech plant designed to make Quality cars.

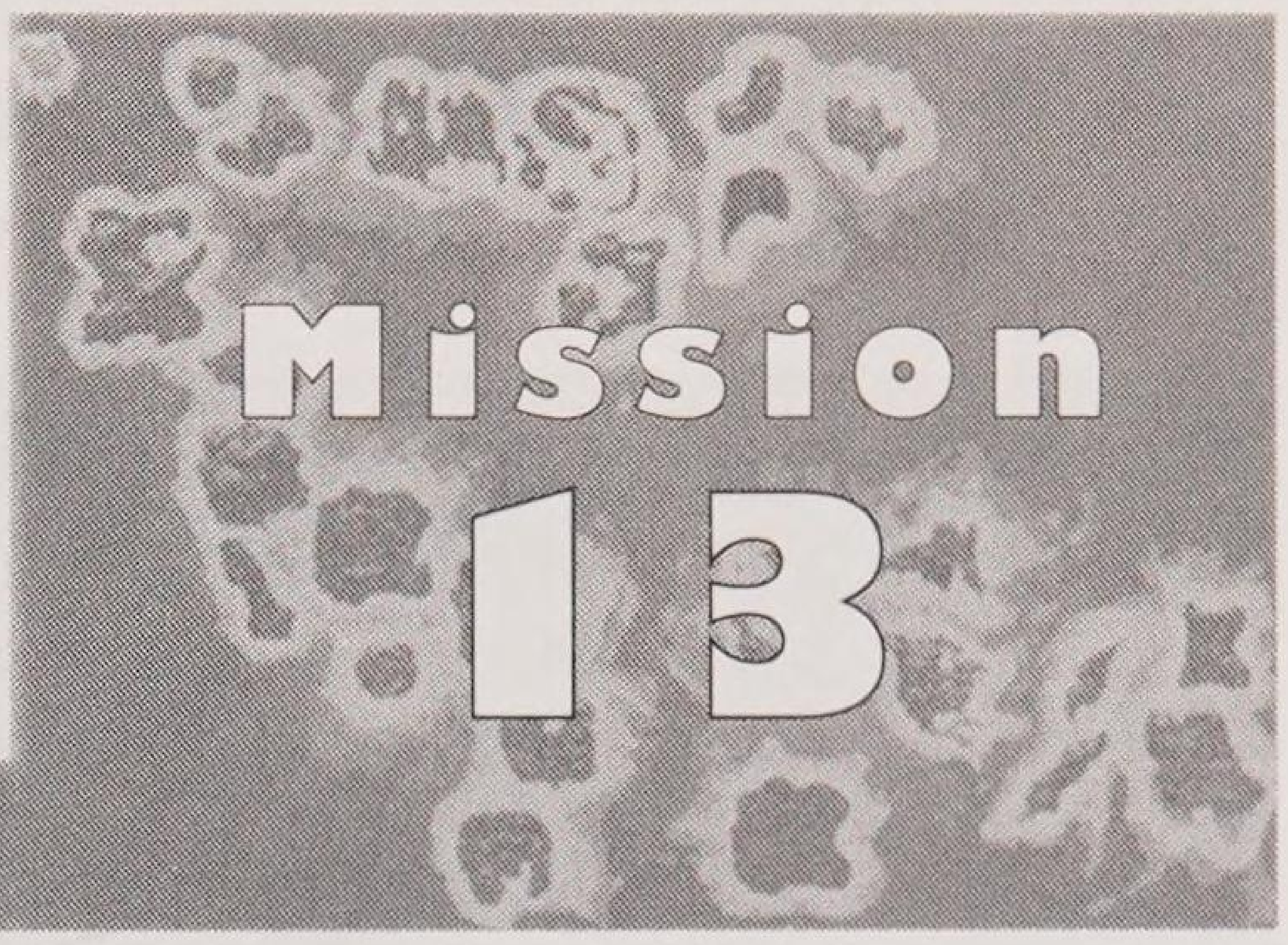
I'm on a roll, so I build two more facilities: a manufacturing plant producing more Quality Manufactured Goods, followed by another hi-tech factory producing anything. All of these plants are distributing their products internally, since I don't have any cash flow worries.

TIP: Production has become easy to control. If it dips at one of my factories, I hire more workers or scout out another location and build a sister facility.

If tourism slows, I simply switch one oil pumping station to export. And if my first coal-powered city starts choking on its own pollution, I can Deconstruct the power station and coal mine and place a wind plant. At last I can sit back and relax after leapfrogging from one endeavor to the next. I've worked to keep my island moving ever forward, ever upward ... and ever nearer to its development state.

But, even with all of this, Captain Sprout still gives me the willies.


Area to be cleared for tourism development
LOGGING (Brown)
AGENT HQ 5 Agents (Red)
OIL (White)
PRIME OIL DEPOSIT
PRIME OIL DEPOSIT
INDUSTRY (Blue)
DWELLINGS (Orange)
POWER & COAL (Green)
TOURISM (Yellow)



Mission 13

Ripe for Tourists: Ocean Front or Ocean View

Mission Briefing

As a key figure within the Porpoise Panglobal Corporation, you've been assigned a special development project. Your mission is to turn an island paradise into an industrial force within 10 years. Bankrolled by ample corporate funding, your island's goal is to produce 50 units of each type of manufactured consumer product, including automobiles.

My office is bare except for a huge production chart that dominates one wall. The chart has headings for every possible type of manufactured product, but no information or jagged lines suggesting that anything's being created. And that's the problem.

It's my job to push and prod until my factories make 50 of every kind of consumer product. I start by streamlining my staff. I replace Andy (Local Culture) with Billy, who brings Local Culture and Negotiation skills to the table. I also bring Paul (Industrial, Employment) aboard.

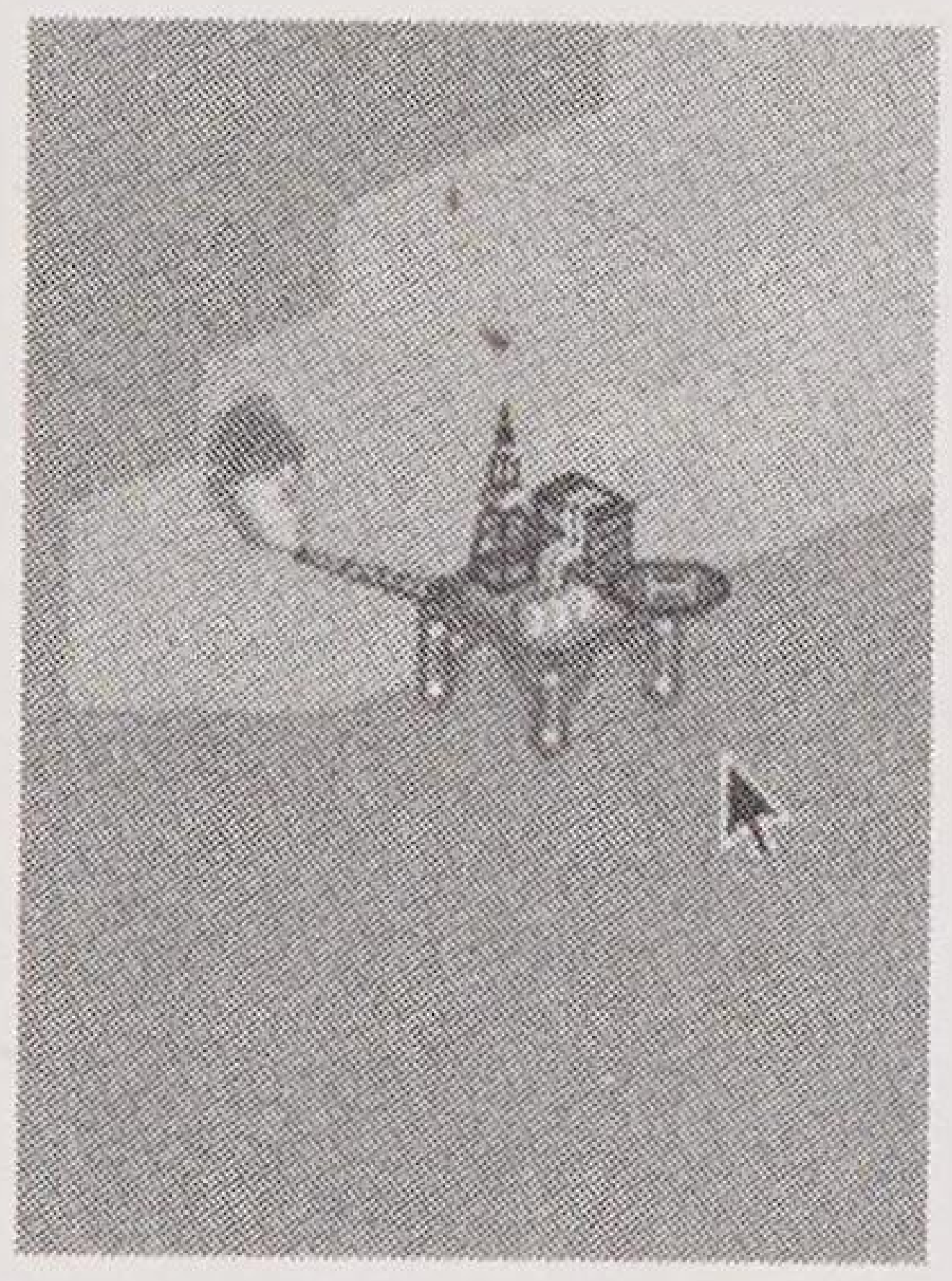


Figure 13-01. Molly goes for the gold ... the black gold, that is.

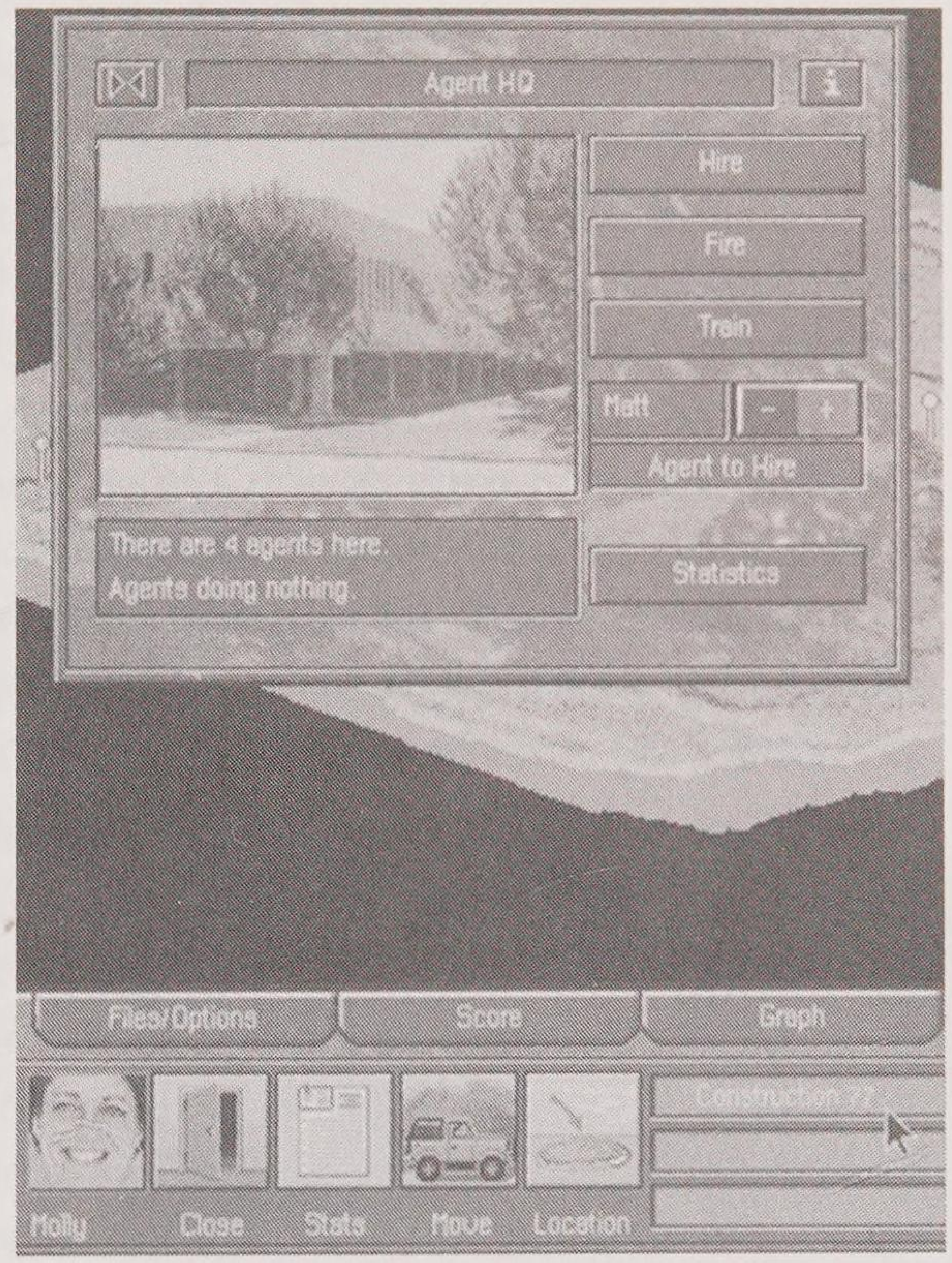
Oil is a valuable commodity whether used internally for production or exported for cash. Either way, I'm going to need plenty of it. By switching to the 2-D screen and selecting Oil, I find an attractive orange spot (16,000-plus barrels) on the map where I send Molly (Construction) to place an oil rig. Meanwhile I dispatch Marty (Construction) to the shore near the rig so he can build an oil pumping station. My oil needs are going to be sizable, so I bring Paul (Industrial) to the rig to Drill Double.

Looking to other resources I check out an existing iron mine, which Billy switches to Internal Use while Paul issues the Mine Double directive. The iron ore will now be routed to the steel mill and then exported.

All construction requires building materials, so Billy changes the sawmill's distribution to Internal Use. That's a start, but to speed things up I'm sending Molly to just inside the gap in the mountain range where she'll build another sawmill. It will be the focus of a logging operation .

NOTE: Harvesting the wood with Slash & Burn logging camps accomplishes two things: It gathers materials essential for building and production, but it also clears the land for my next project—an airport.

To create space for a large airport, Molly constructs several logging camps. To get the land clear, Sandra (Flora & Forestry) changes the logging method to Slash & Burn. As camps close Molly replaces them at the edge of the clearing and Sandra again switches the new camps to Slash & Burn.



There are 4 agents here.
Agents doing nothing.

Figure 13-02. Before sending Molly out to build an airport, sharpen her skills to 77 percent.

While leveling the land with logging camps, I decide to begin production of my first item. Paul makes it official by selecting Cheap Consumer Goods at the manufacturing plant. Billy moves to the oil pumping station (the one on the island's east coast) where he orders Internal distribution, but to insure that the oil arrives at the manufacturing plant as plastic, I direct Paul to the chemical plant where he changes production to plastic.

Meanwhile, I visit the warehouse and make room for 500 units of wood waste needed in production. Speaking of wood, Molly has cleared a suitably large space and begins construction of the long-awaited airport. At the sawmill Billy imports enough materials to allow for immediate expansion of the airport. Incidentally, since I've used the

Figure 13-03. The warehouse makes it easy to keep track of your inventories.

bulk of the existing materials, Billy will import needed materials from this point forward.

After finishing the large airport, Molly builds a hotel in the clearing near the southernmost burial cave. She extends the accommodation to a capacity of 53 and Billy upgrades the quality to 10. I ask Molly to construct a second identical hotel near the airport.

Buried Treasure

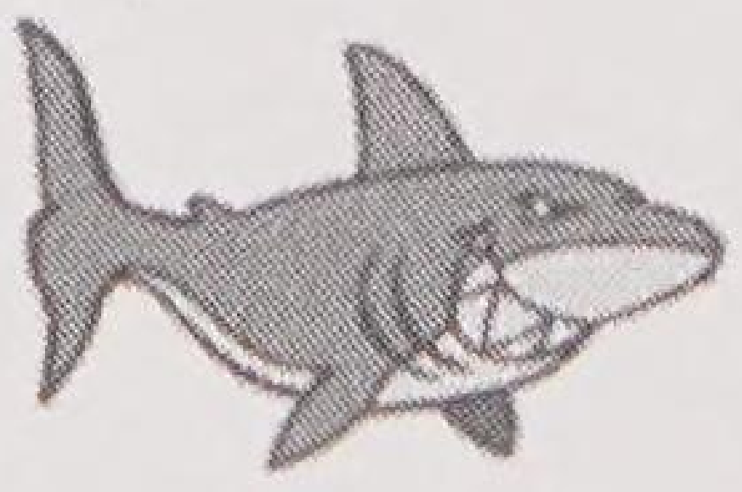
To receive a major increase in food, save any mission with the name **ragschocolatestash**. When you reload the mission with that name, your food will increase.

To liven up the burial cave, Molly kicks the excitement level up to 20 and extends the attraction once. Molly then promptly begins work on a third hotel with the same specs as the other two. I spy an amply sized plot of land just northwest of the airport. Upon seeing it, two words leap to mind: tourist attraction. I dispatch Molly to construct the attraction, which she quickly expands to a capacity of 31. Since no one wants to visit a dull tourist attraction, agents Billy and Emma boost the excitement to 20.

Once I reach my industrial goal of 50 Cheap Consumer Goods, Paul switches the plant's job to Cheap Manufactured Goods. I'll have to redirect some distribution for my next project, so Billy switches the plant from Export to Internal Use. He then does the same at the steel mill. I quickly make room for 500 units of wood at the warehouse before I import those 500 units at the sawmill.

Now for my next trick: cars. Granted, they're CHEAP cars, but I celebrate anyhow by directing Paul to the hi-tech plant where he changes the job selection to Cheap Cars.

To be able to bring heavy machinery to the island, I must first have Molly construct a heavy industry plant at a remote spot on the northwest side of the island.



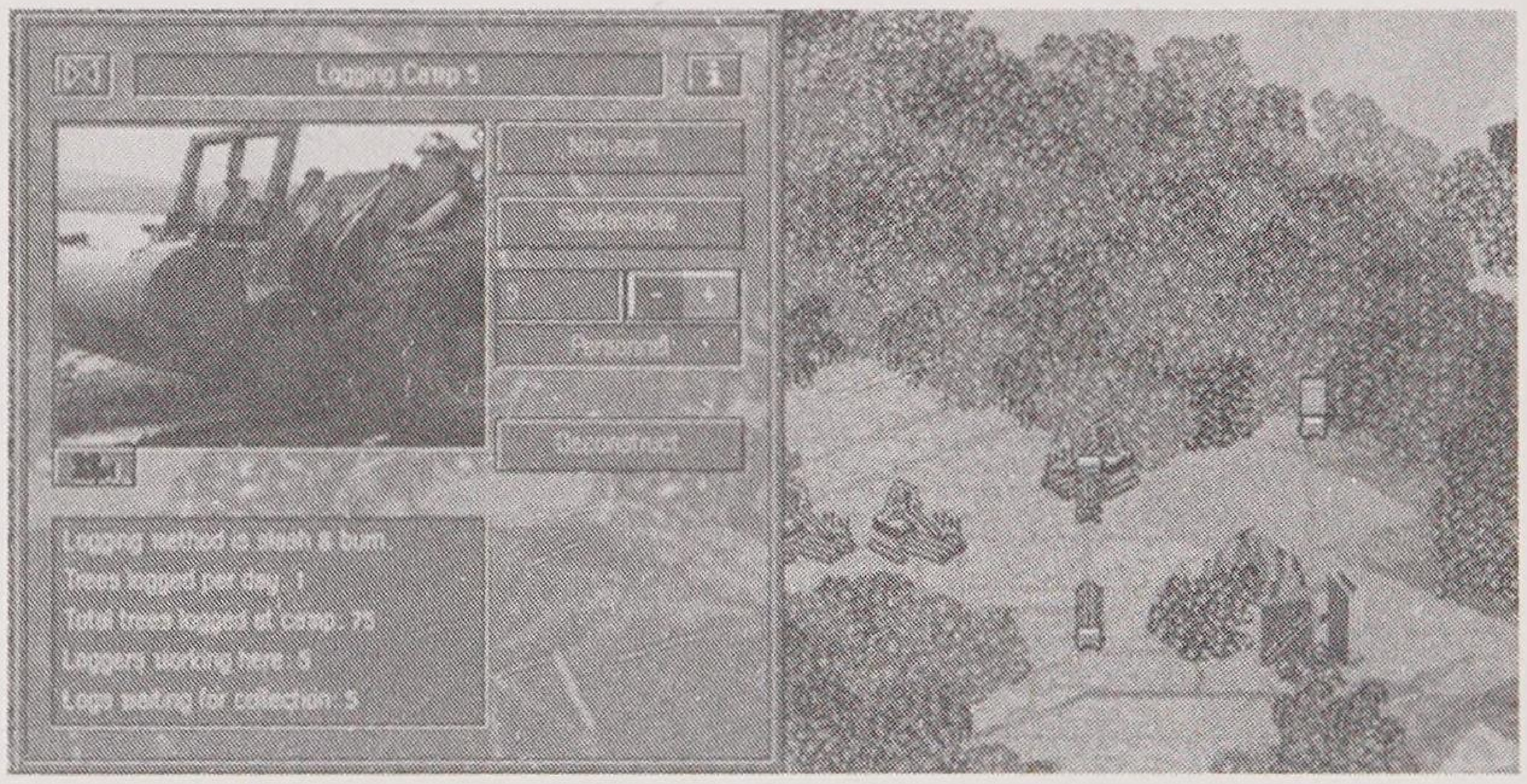
CAUTION: Remember that a plant used solely for importing can be placed at a remote location to avoid connections to other factories and resource processors. A plant too close to certain resources can ruin the island's delicate distribution balance.

This new plant exists only to import heavy machinery. Therefore, I bring in Paul and Billy to ax the entire workforce, except for one employee. This purchase is complete when Paul applies the Machinery job and Billy Buys Product once.

The 10 heavy machinery units are used by Molly to build a second manufacturing plant. Again, she picks a cleared spot in the northeast corner, far from the island's other industrial buildings. Paul and Billy sack all but one of the employees since the plant will exclusively import, then Billy redirects the plant to Internal Use as Paul changes the job to Quality Manufactured Goods. I follow the boys' moves by heading for the warehouse and making room for 100 units of plastic.

At the original manufacturing plant, Billy imports more Cheap Manufactured Goods by clicking Buy Product six times. We need more wood so Billy imports another 500 units. As money allows, Billy again buys six rounds of Cheap Manufactured Goods. The lack of wood waste for production prompts me to instruct Sandra to switch one of the sustainable logging camps to the wasteful Slash & Burn method.

Continuing the pattern we've put into place, Billy places another order for Cheap Manufactured Goods (same size as before). And, as before, when my logging camps close, Molly and Sandra replace them, slashing and burning as they go.

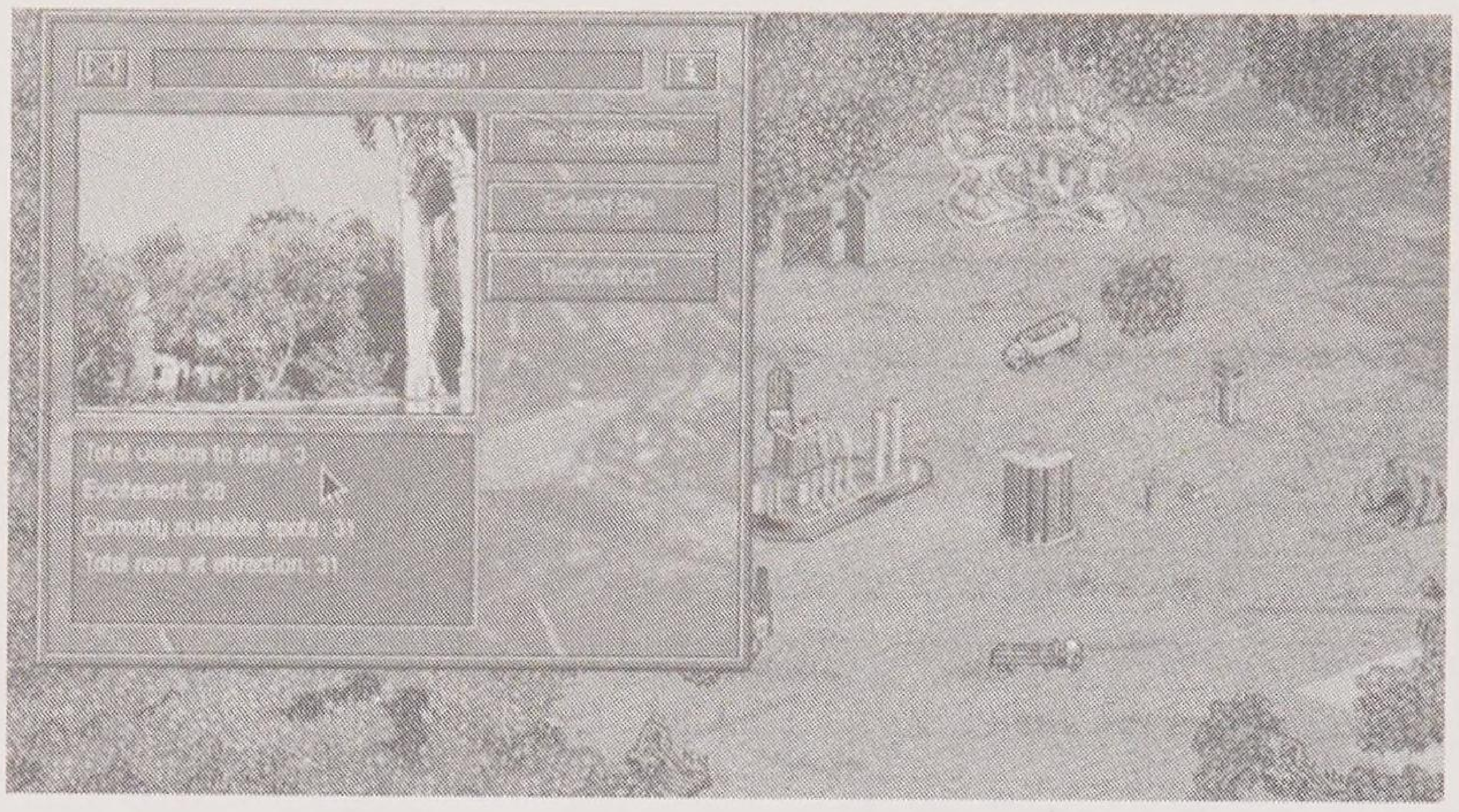


Logging method is slash & burn.
Trees logged per day: 1
Total trees logged at camp: 75
Loggers working here: 5
Logs waiting for collection: 5

Figure 13-04. As soon as one logging operation closes, open another... and another...

In order to bolster my plastic supply, I dispatch Molly to the island's southeastern coast, near the city, where she finds a suitable spot on the shore and constructs a new oil pumping station. After Billy switches the station to Internal Use, Molly selects a spot in the oil-rich area offshore where she previously drilled for oil, and constructs a rig. Paul then sets it to Drill Double.

To process this oil, I split the distance between manufacturing plant #1 and my first oil pumping station and Molly



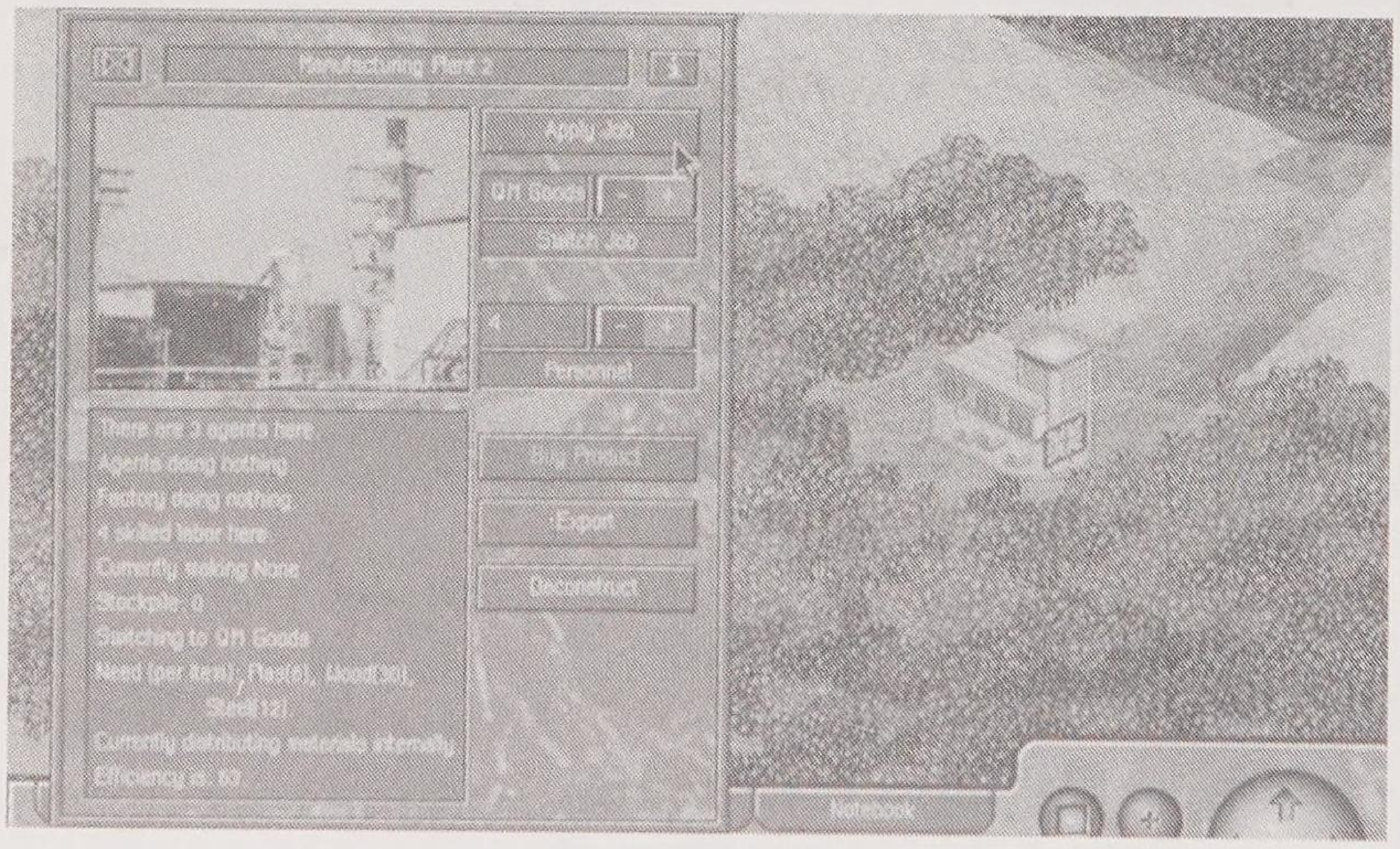
Total visitors to date: 3
Excitement: 28
Currently available spots: 31
Total room at attraction: 31

Figure 13-05. With only three current visitors, this tourist attraction features the shortest lines around.

erects a new chemical plant. With one click, Paul adjusts the plant to plastic production.

Back on the manufacturing front, Billy stocks up on 500 more units of wood before returning to the manufacturing plant to buy another 100 units of Cheap Manufactured Goods. Meanwhile, Paul heads to the hi-tech plant to increase the staff to six in anticipation of intensive production. And since Cheap Manufactured Goods are critical to mission success, I instruct Billy to place a whopping order for 160 more Cheap Manufactured Goods, so we can keep making cars.

We're about to reach our goal of 50 Cheap Cars. When we meet this requirement, we'll throw our production muscle into making Quality Cars. We'll need to bring in Quality Manufactured Goods when we make the switch, so I make room in the warehouse for 100 Quality Manufactured Goods. Then I send Billy up to manufacturing plant #2 in the northeast. He Buys Product five times to send 50 Quality Manufactured Goods to the warehouse.



There are 3 agents here
Agents doing nothing
Factory doing nothing
4 skilled labor here
Currently making None
Stockpile: 0
Switching to QM Goods
Need (per item): Plast(8), Wood(30), Steel(12)
Currently distributing materials internally
Efficiency is: 80

Figure 13-06. Paul switches production to Quality Manufactured Goods.

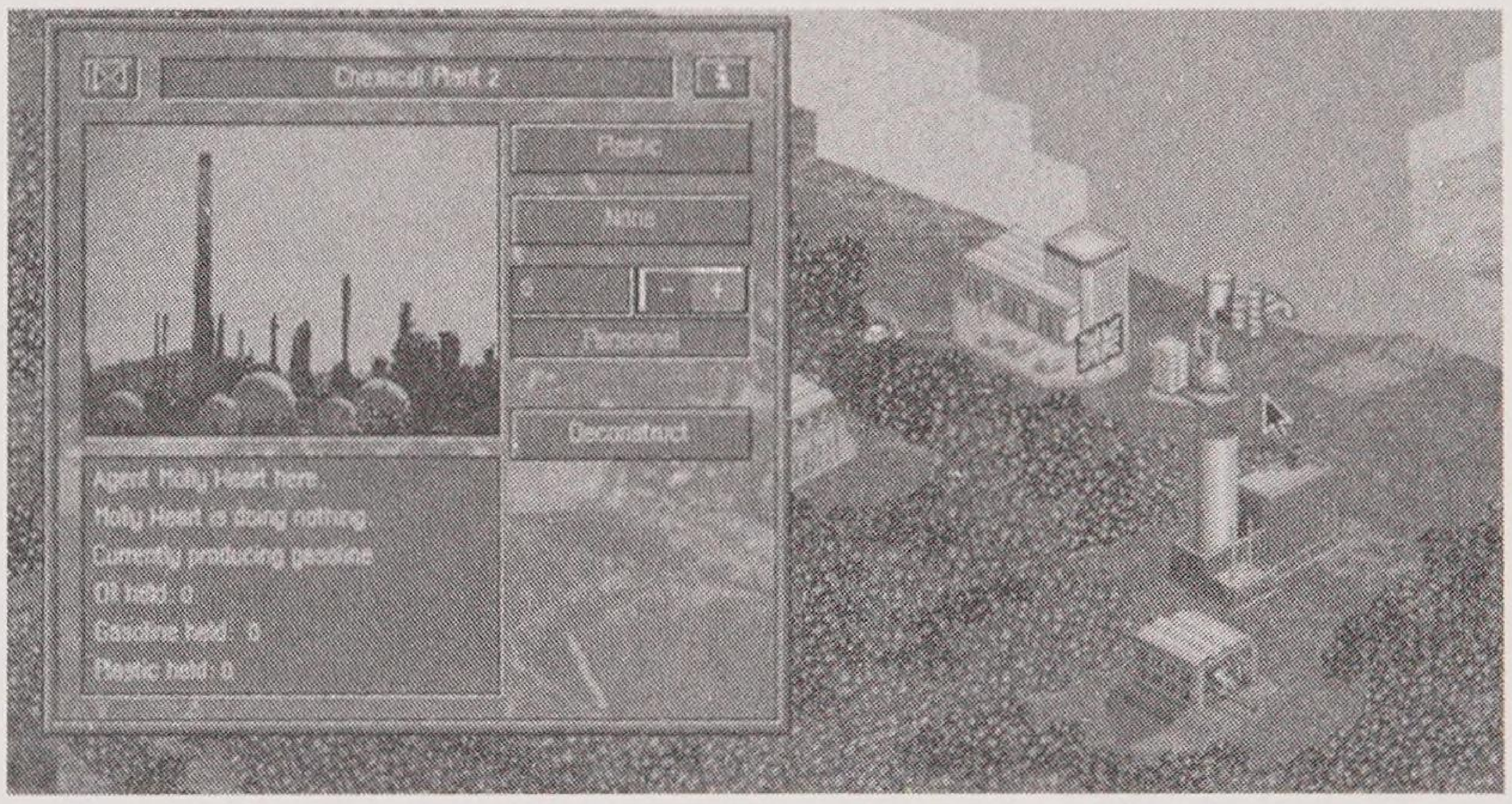
As Billy goes back to manufacturing plant #1 to buy 100 more Cheap Manufactured Goods, we finish our fiftieth Cheap Car. Paul immediately switches production at the hi-tech plant to Quality Cars.

I keep sending Billy back and forth between the two manufacturing plants. At manufacturing plant #1, Billy imports Cheap Manufactured Goods, then he goes to plant #2 to import Quality Manufactured Goods.

When I get 10 to 12 cars away from filling my Quality Cars requirement, I really begin to scrutinize the figures dealing with source materials. Some simple math allows me to determine exactly how many Cheap Manufactured Goods I'll need to assemble the remaining cars.

With my Cheap Manufactured Goods requirement behind me, I now direct Billy to buy as many Quality Manufactured Goods as possible at manufacturing plant #1. I begin downsizing, instructing Molly to Deconstruct the first oil pumping station as well as the chemical plant.

Paul rehires five of the displaced em-ployees at the hi-tech plant. Paul then moves to the steel mill, which is currently holding up production, and hires six more workers. Once the fiftieth Quality Car rolls off the line, Paul makes the final production switch, changing the hi-tech plant's job to Quality Consumer Goods.



Agent Molly Heart here

Molly Heart is doing nothing

Currently producing gasoline

Oil held: 0

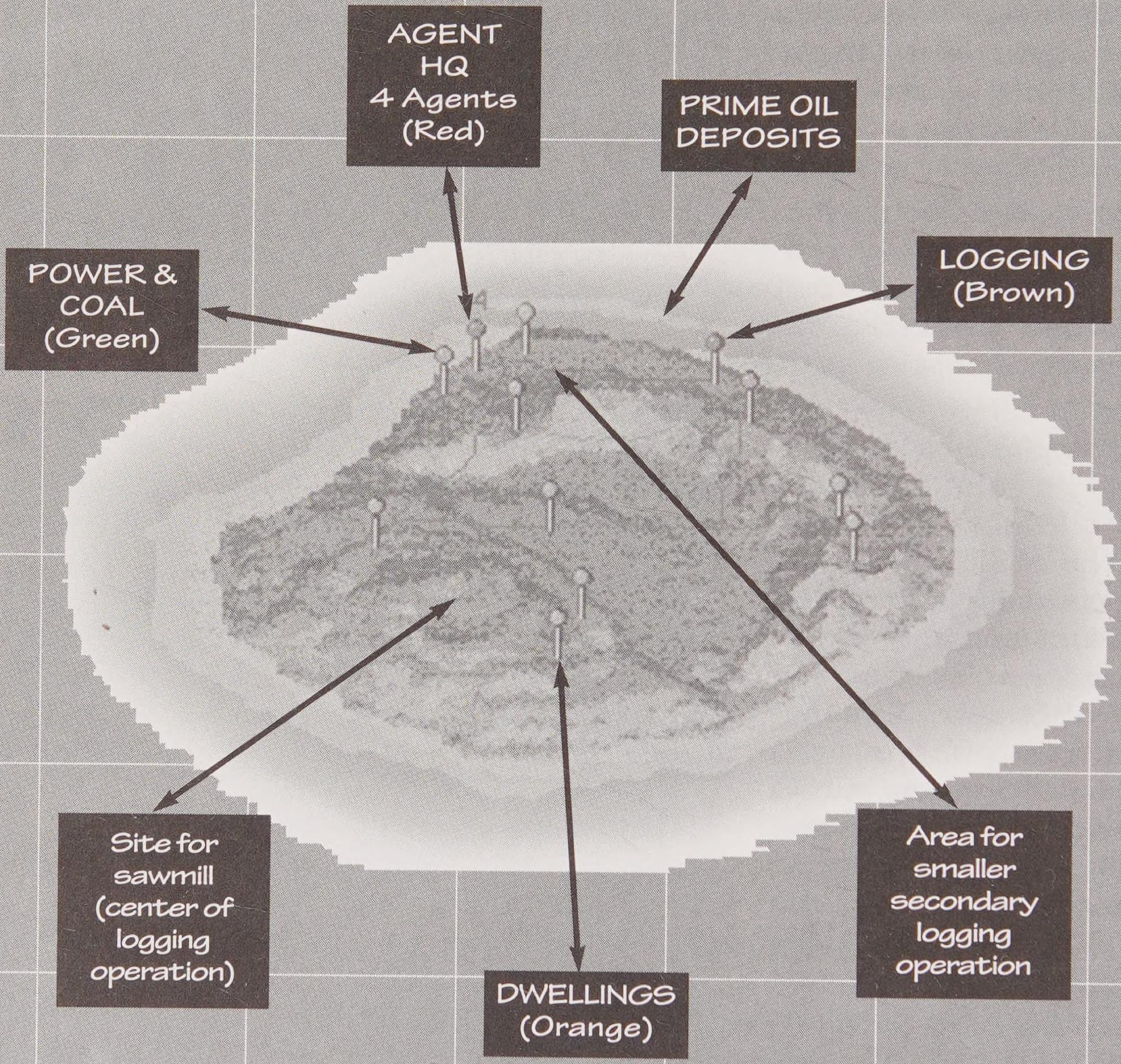
Gasoline held: 0

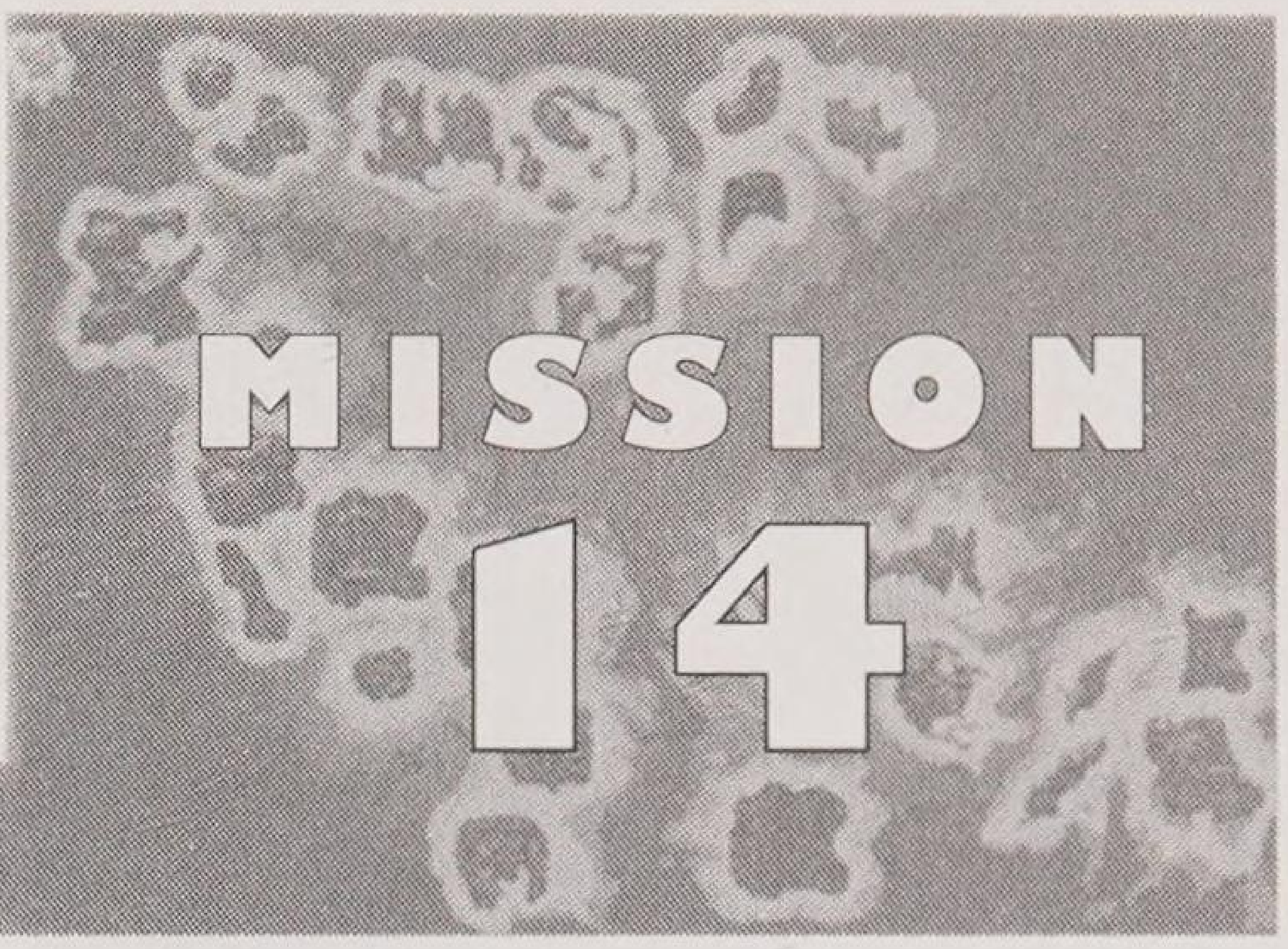
Plastic held: 0

Figure 13-07. This new chemical plant will process much-needed plastics.

For some extra dough, Billy switches the steel mill to Export and does the same at the oil pumping station once there are 300 units of plastic on the island. Billy then buys 100 Quality Manufactured Goods to insure that we have all the necessary materials to make 50 Quality Consumer Goods. To speed up production, Paul adds four more laborers at the hi-tech plant after Molly deconstructs manufacturing plant #1.

There's little else to do but wait for production to take me to my goal. Then I'll locate that empty production chart I viewed when beginning the scenario. I've now got a few good lines to add to that sheet of paper.


AGENT HQ 4 Agents (Red)
PRIME OIL DEPOSITS
POWER & COAL (Green)
LOGGING (Brown)
Site for sawmill (center of logging operation)
DWELLINGS (Orange)
Area for smaller secondary logging operation



MISSION
14

Deforestation: Tiiimmmmmberrr!

Mission Briefing

SimWood, Inc., one of the world's leading lumber companies and part of the gigantic Porpoise Panglobal Corporation, has taken a sudden interest in this island's wood supplies. Keep the lumber company happy by exporting more than 10,000 logs within three years.

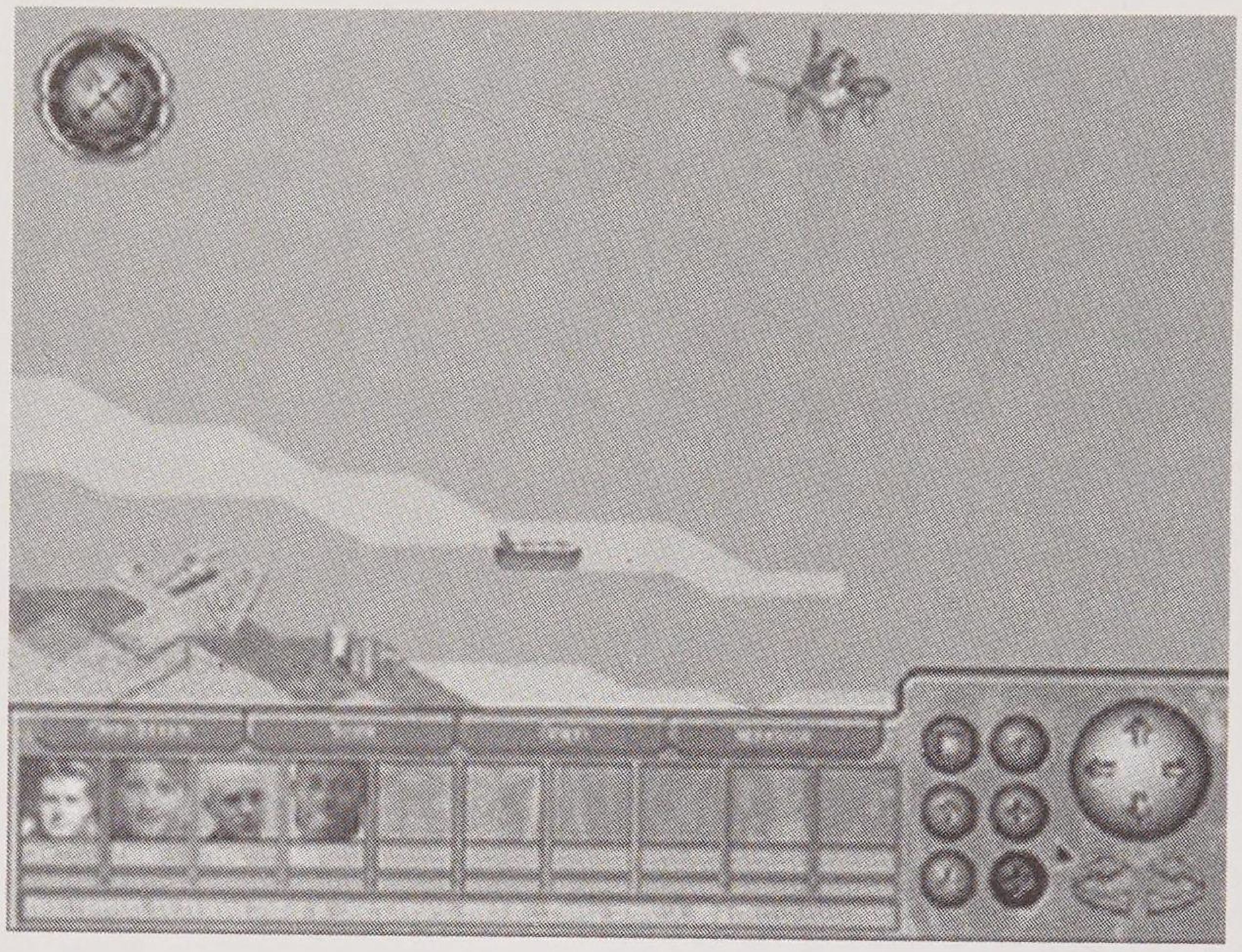


Figure 14-01. A Level 3 closeup reveals the oil rig, an oil pumping station, and a tanker.

This mission sounds simple enough for a beaver!

I don't have to worry about tourism, manufacturing, or even world opinion. Besides, with a three-year time limit, I won't have much time to fiddle with those other interests anyway. So, I guess it's time to start logging and logging and logging.

Unfortunately, exporting logs doesn't earn much coin, so I need some sort of income to keep the island afloat. I scoped out the map and it looks like there's enough oil around this isle to make Saddam envious. So I'm sending Marty (Construction) to build an oil-pumping station along the eastern shoreline, and then I'll have him build a rig over a nice oil deposit at sea.

TIP: I use the 2-D map of the island to show the oil resources.

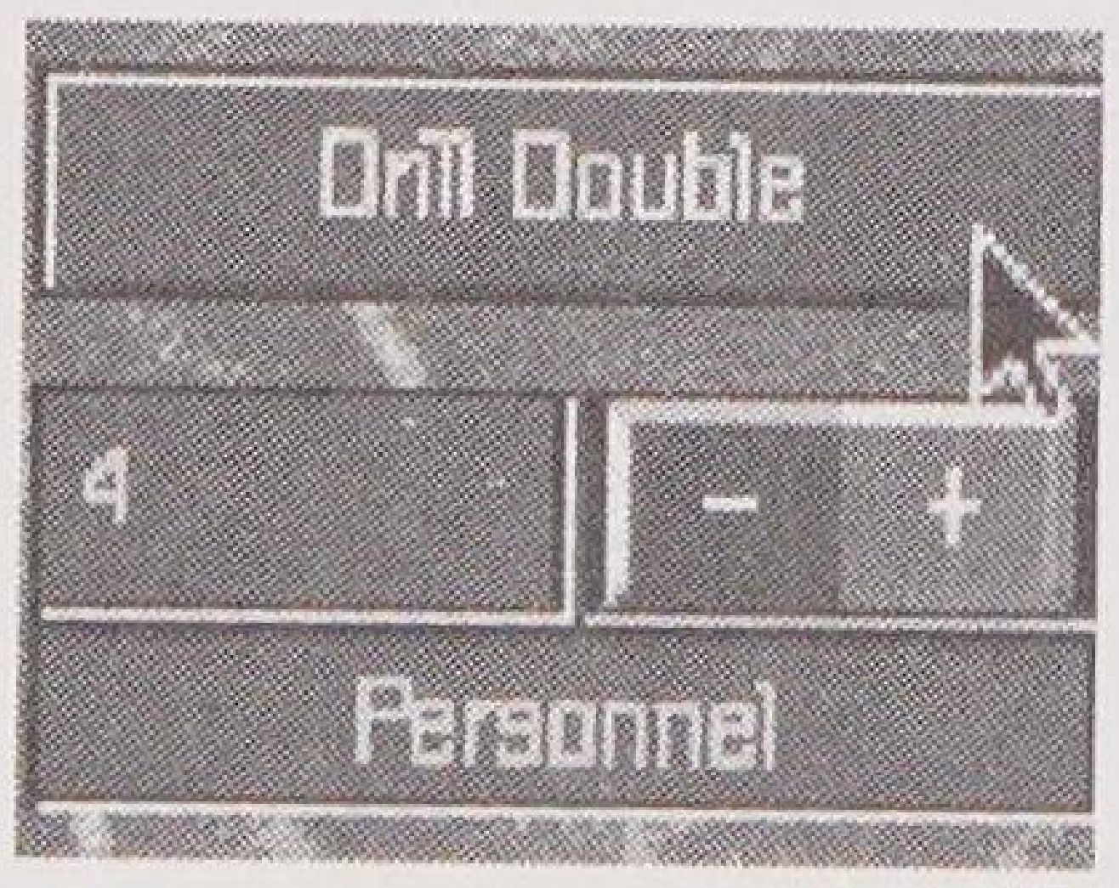


Figure 14-02. The Drill Double option is one way to jack up profits from oil.

I'm sending Neil (Negotiation, Industry) to the oil rig to shift the crew into double time, changing the work orders from Drill Normal to Drill Double. Now the profits reaped in our oil export business will enable me to forget the bottom line and simply concentrate on coordinating and directing a small army of lumberjacks.

At the start, the island's villages have provided me with 20 unskilled laborers, but before I set up any logging camps, I'm having Marty build a sawmill in the clearing on the western end of the island. This placement enables the sawmill to serve as a hub, receiving wood from logging camps placed all around it.

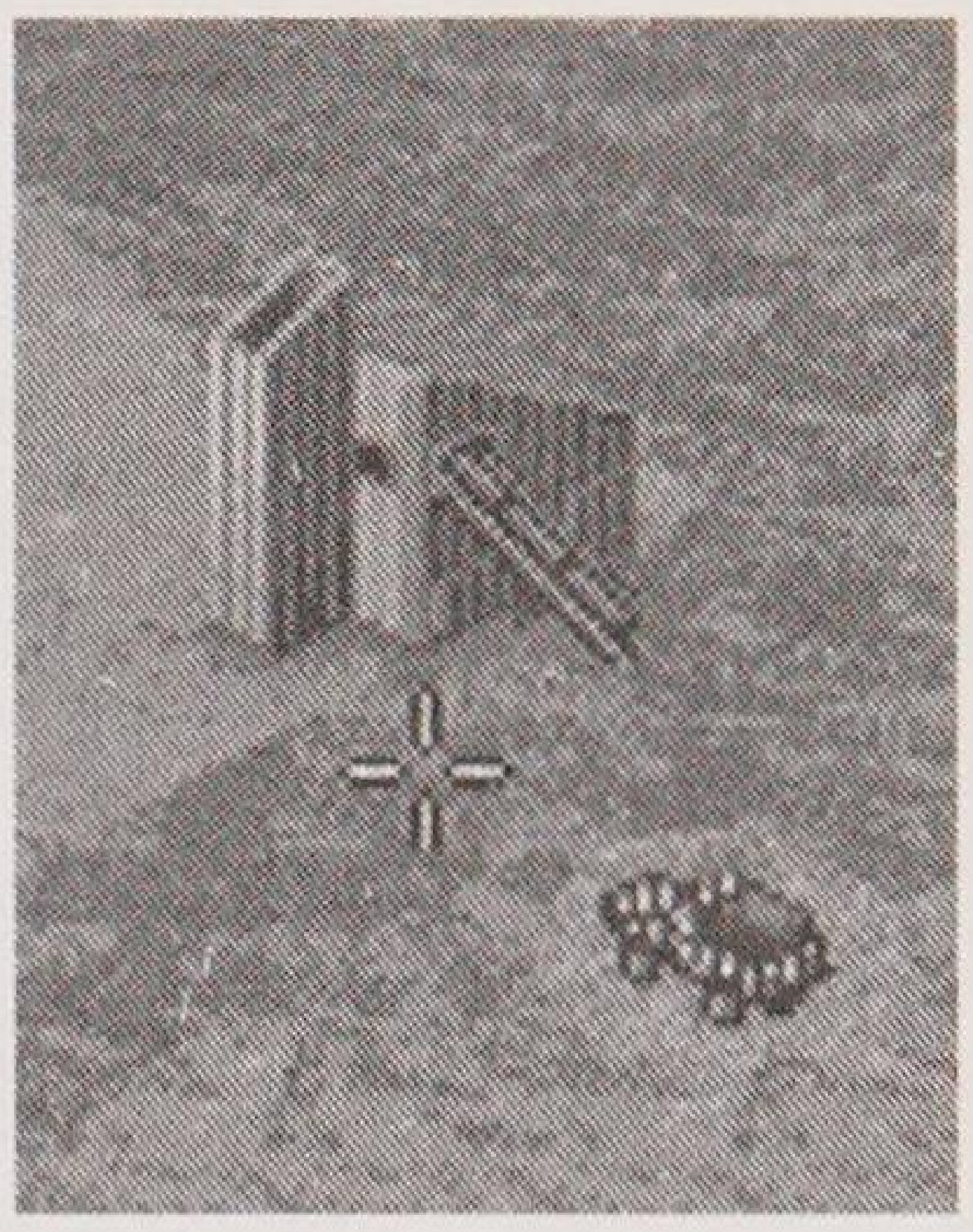


Figure 14-03. This sawmill on the western side of the isle is busy with deforestation.

Now it's time to put that unskilled labor to work. I've checked the forests surrounding the sawmill and discovered several sustainable areas that contain a harvest of some 200 trees or more. (Why waste my time logging an area that has few trees to offer? I'm looking for bulk here.)

Some patches have more than 300 sustainable trees east of the clearing. Marty's building logging camps in those prime areas now. Because five unskilled laborers accompany each camp, I only have enough manpower for four camps. Fortunately, the team of agents is back at Agent Headquarters. I'll send them to a village where Emma (Local Ecology) can train the natives to gather food more efficiently, and Dee (Employment) can hire at least five more unskilled laborers following the village's resulting rise in population. I've found that the training/recruiting process works best when the village's efficiency percentage is raised to at least the mid-80s. After all, the faster the food supply grows, the faster the population grows.

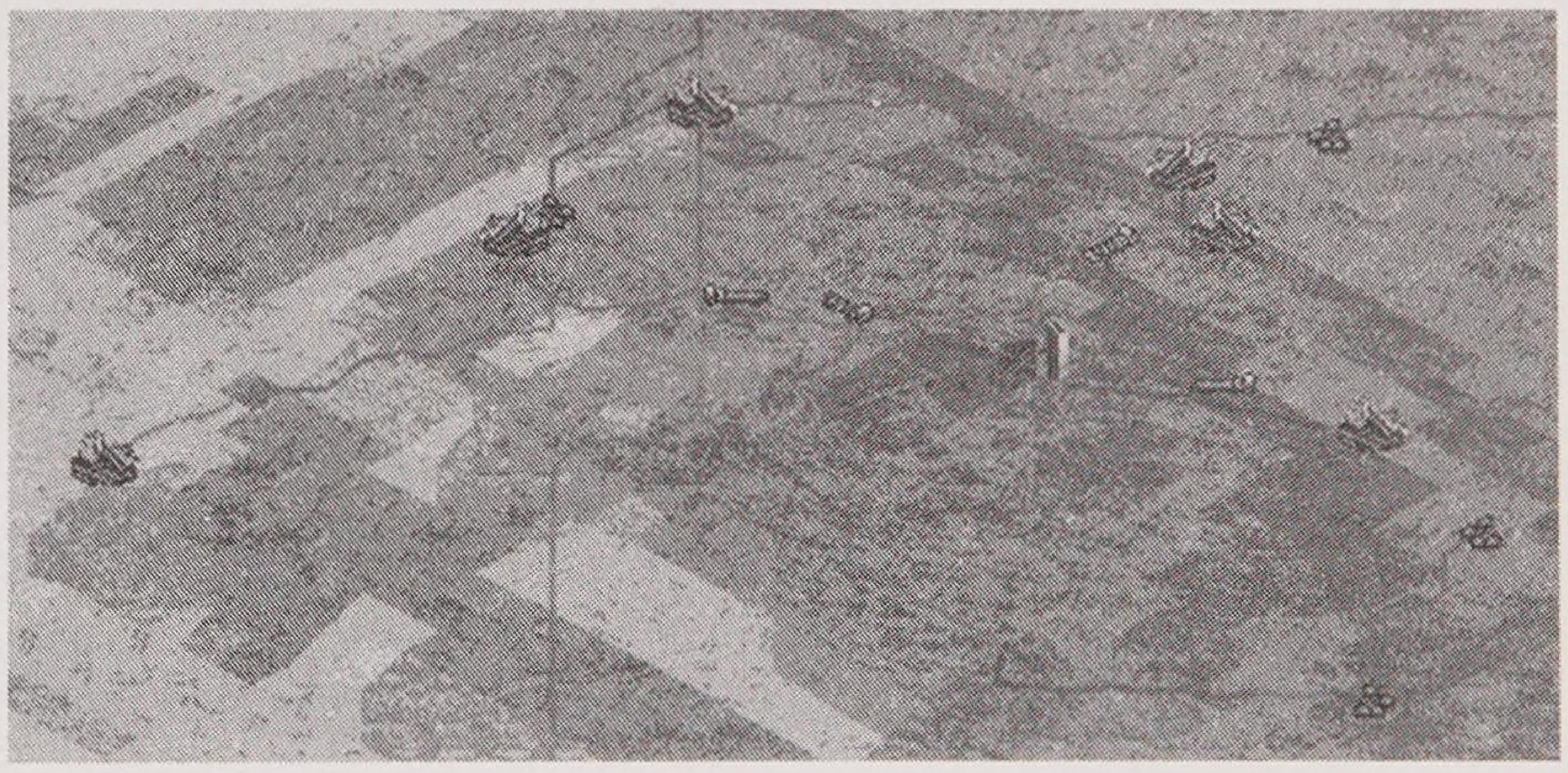


Figure 14-04. A Level-2 magnification of the logging camps gives you a good view of your progress.

Things appear to be running smoothly. I've got five logging camps serving the sawmill at the west end of the island. Meanwhile, since my three-year deadline is approaching quickly, I send a resilient Marty to build yet another sawmill on the northeastern side of the island near the city. Emma and Dee are training and recruiting at least 10 more villagers, who will work in two logging camps that Marty is constructing in timber-rich areas near the new sawmill.

I'm keeping a close eye on the numbers (via the Stats box), and I see that I'm a little behind my ideal pace to meet the goal. I move into action: I send Emma and Dee to hire about 20 more unskilled laborers in the village. Ten of those new workers draw a salary at two new logging camps Marty is building in areas surrounding the western sawmill. And I'm also having Dee use the remaining workers to increase the workforce at existing logging camps. At two camps, he increases the number of workers from five to eight, resulting in two more trees logged per day at each of those camps, and at four other camps he adds one new employee, increasing the number of trees logged from two to three in each of those camps.

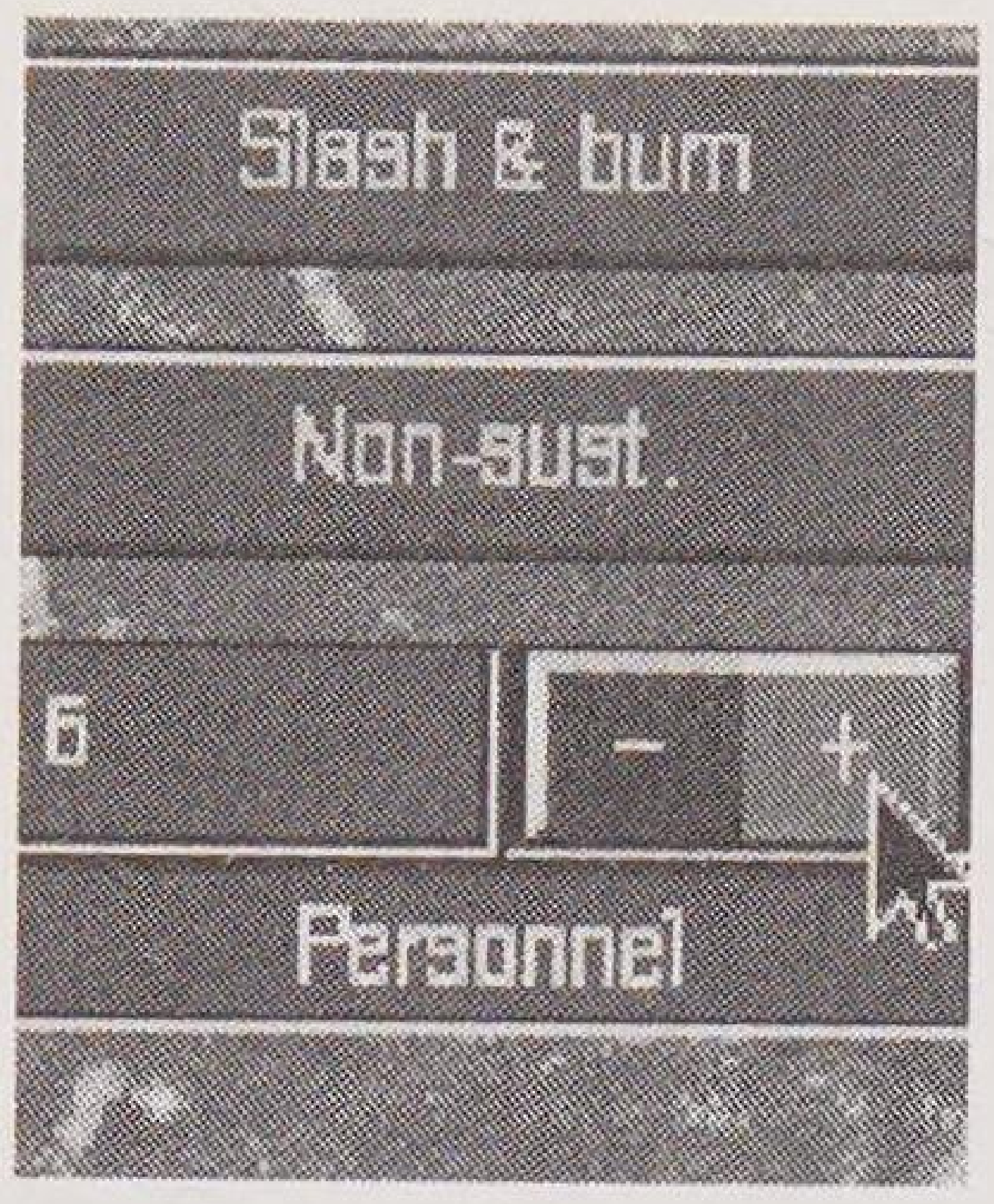


Figure 14-05. Emma trains more villagers for work in the logging camps.

TIP: To increase the number of trees logged per day, Dee increases the number of workers.

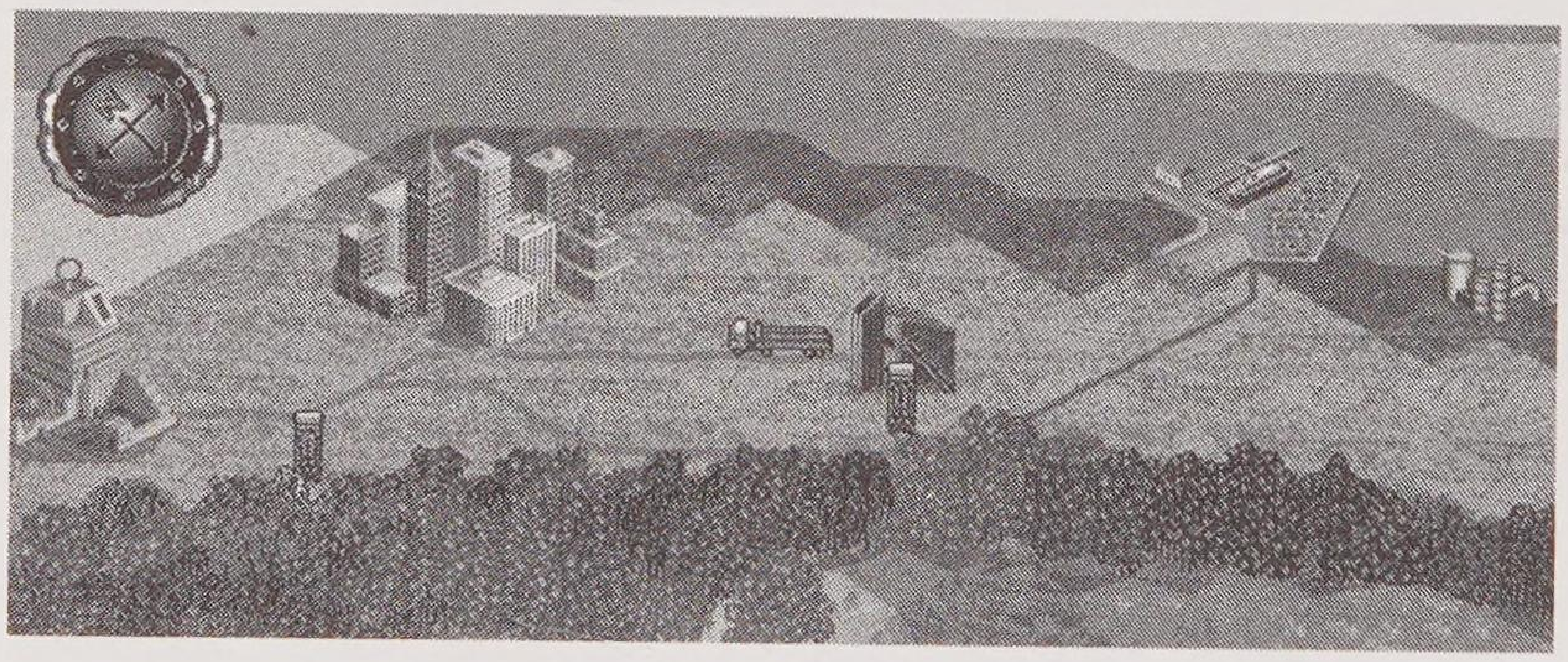


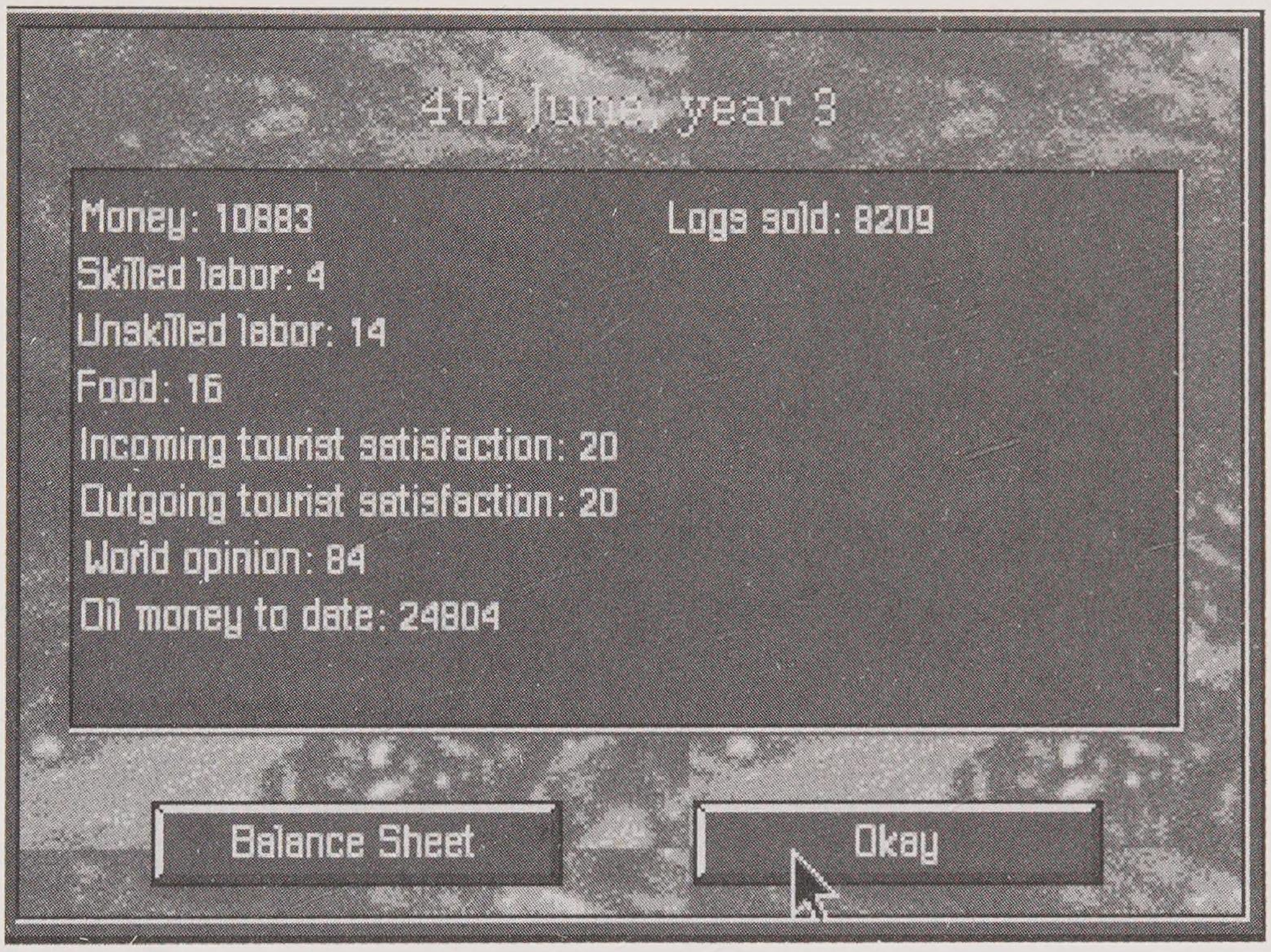
Figure 15-06. Another sawmill is under construction near these camps and the city on the east-northeast end of the island.

NOTE: I have to remember to keep in touch with all of the logging camps, be-cause as soon as they've leveled the trees in their area, they shut down. When they do, I have Marty build another camp in another tree-fertile area so that our log production doesn't take a hit.

Finally! I successfully completed the Deforestation mission—and pretty smoothly, I must add. I guess my most exceptional achievement has been determining a method for harvesting enough timber in a three-year period to create 10,000 processed logs.

I also feel good knowing that I have been able to develop an extensive logging network without threatening the island's financial security by establishing a sustaining income through my oil-drilling industry. Looking back, I guess

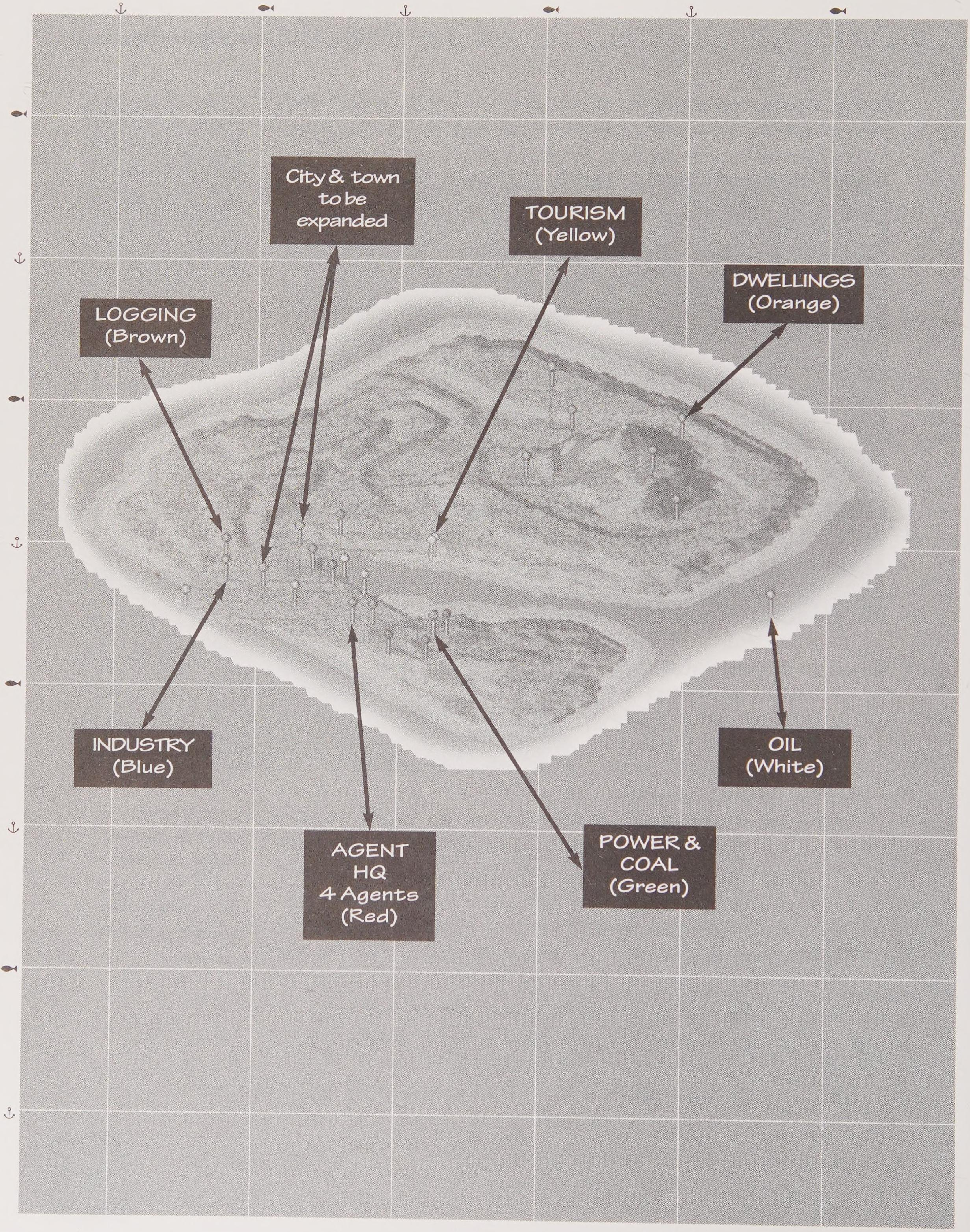
I could have developed the tourism industry for additional income. Given the brevity of my three-year timetable, however, I don't feel my failure to recognize this potential source of income is significant.

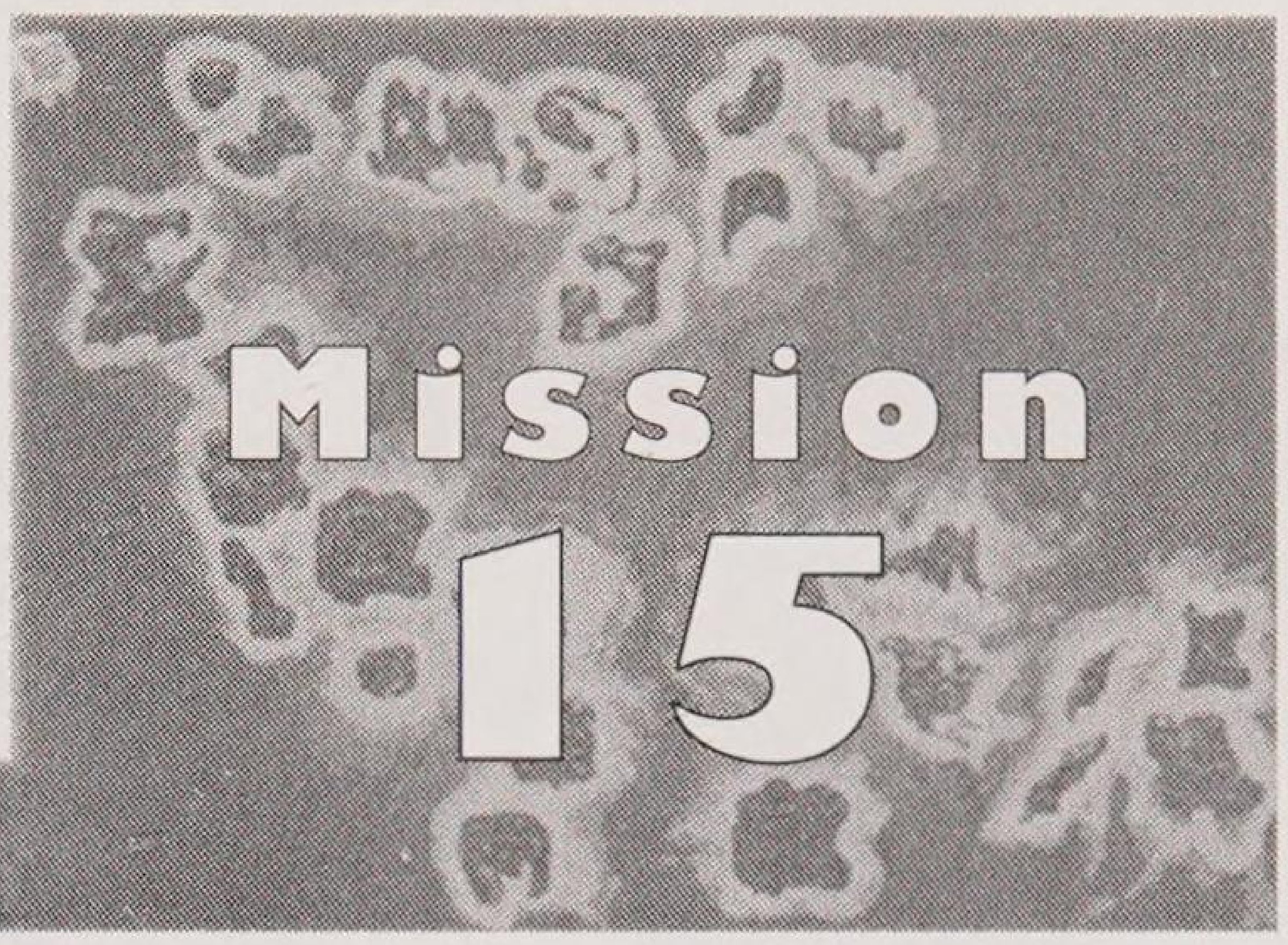

4th June, year 3

Money: 10883
Skilled labor: 4
Unskilled labor: 14
Food: 16
Incoming tourist satisfaction: 20
Outgoing tourist satisfaction: 20
World opinion: 84
Oil money to date: 24804
Logs sold: 8209

Figure 14-07. This Stat screen shows how many trees were logged.

Hey! You can't do EVERYTHING.


City & town to be expanded
TOURISM (Yellow)
DWELLINGS (Orange)
LOGGING (Brown)
INDUSTRY (Blue)
OIL (White)
AGENT HQ 4 Agents (Red)
POWER & COAL (Green)

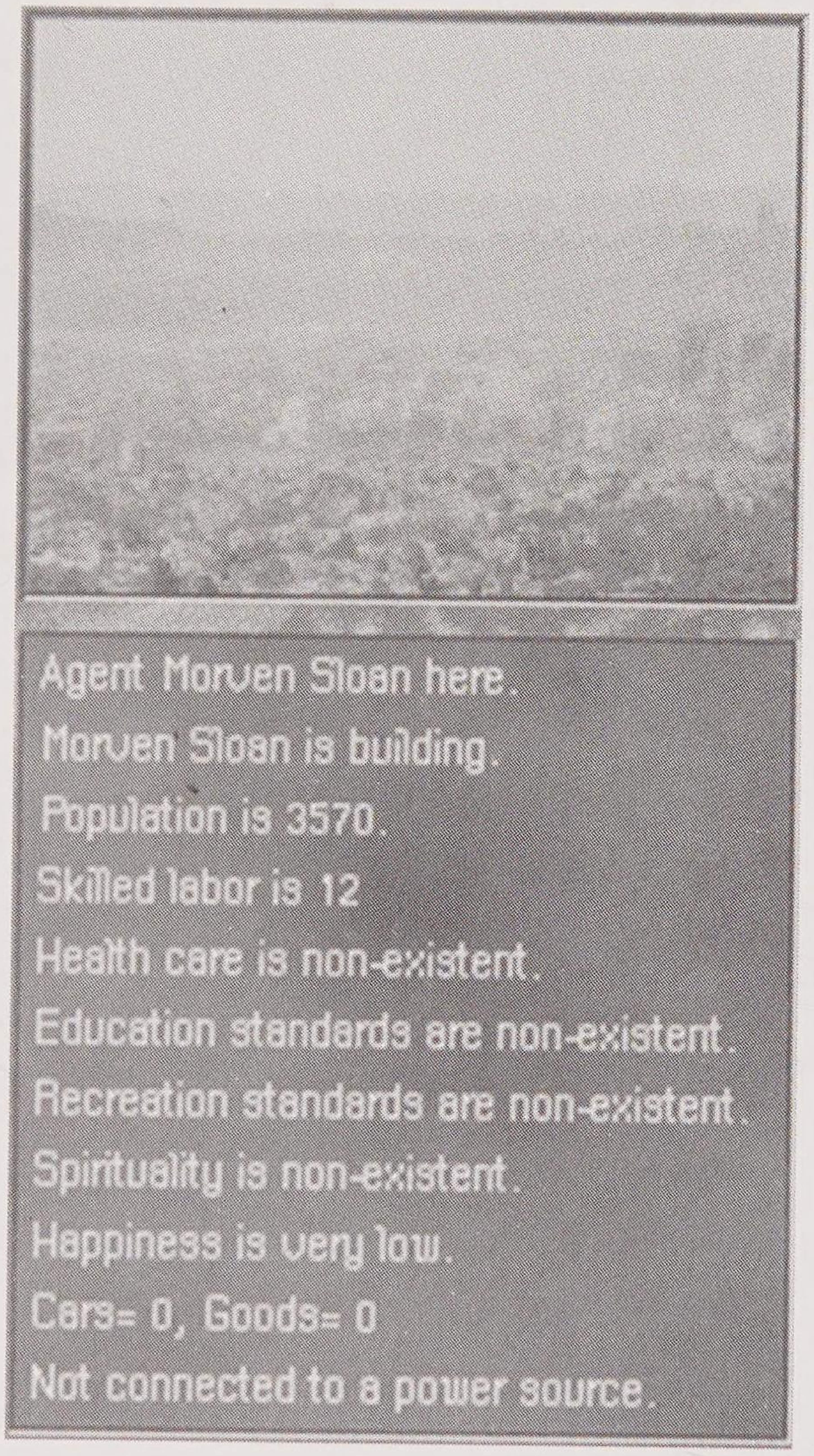


Mission 15

Underdeveloped Villages: Welcome to the Future

Mission Briefing

This island is dangerously primitive—so much so that its inhabitants may not be able to care for themselves effectively. The United Nations, therefore, is asking that someone (i.e., you) bring some measure of civilization to the native culture. At the same time, however, the UN isn't interested in turning this island into an overdeveloped nightmare at the expense of ancient traditions and the environment. Success will be ascertained and balanced through two ratings: Population Efficiency, which must rise to at least 90 percent, and World Opinion, which must rate 75 percent or higher. The time limit for the mission is six years. You also must have two cities, each with at least 13,000 population and an average happiness of at least 70 percent.



Agent Morven Sloan here.
Morven Sloan is building.
Population is 3570.
Skilled labor is 12
Health care is non-existent.
Education standards are non-existent.
Recreation standards are non-existent.
Spirituality is non-existent.
Happiness is very low.
Cars= 0, Goods= 0
Not connected to a power source.

Figure 15-01. From a distance, it looks okay, but closer inspection reveals that Cheeseyville might be better named "Smogtown."

Sheeh! The UN doesn't want MUCH, does it? Reading the Mission Briefing, I realize the first thing I must do is decode the two criteria that will judge my efforts. Efficiency, on SimIsle, relates to how well local farmers and fishermen are able to supply food to their fellow islanders. World Opinion synthesizes several factors: the percentage of trees harvested; the amount of pollution produced; and the happiness of the locals, which is also a reflection of the island's environmental stability. Surely, any development I put into operation must be steady, considered, and friendly to all involved parties, human and otherwise. And I'm just the crazy but thoughtful island manager to pull it off.

I begin by locating the island's city and sending Morv (Construction, Fauna & Zoology) there posthaste. Developing the city's churches, hospitals, recreation centers, and colleges requires the presence of an agent with construction finesse, which is why I bring Morv here. She builds one each of the city's social foundations. Through four easy clicks, I've done what usually takes civil engineers years, perhaps decades, to accomplish.

My plans include plenty of building, so it makes sense to start stockpiling materials. I zip over to the sawmill and enlist the aid of Mike (Negotiation, Construction), who has a knack for negotiation. Instead of exporting the wood, I switch my production to Internal Use. Given my big expansion plans, I may need a world of wood, so I leave Mike where he is with orders to import more wood as needed.

Now I head over to the hotel on the beach. (What did you think I was going to build with all that wood? Shelves?) At my behest, Morv drops by the hotel and I put her to work immediately, enlarging the facilities by pressing the Extend Resort button. This works, so I direct her down to the beach resort to repeat the procedure.

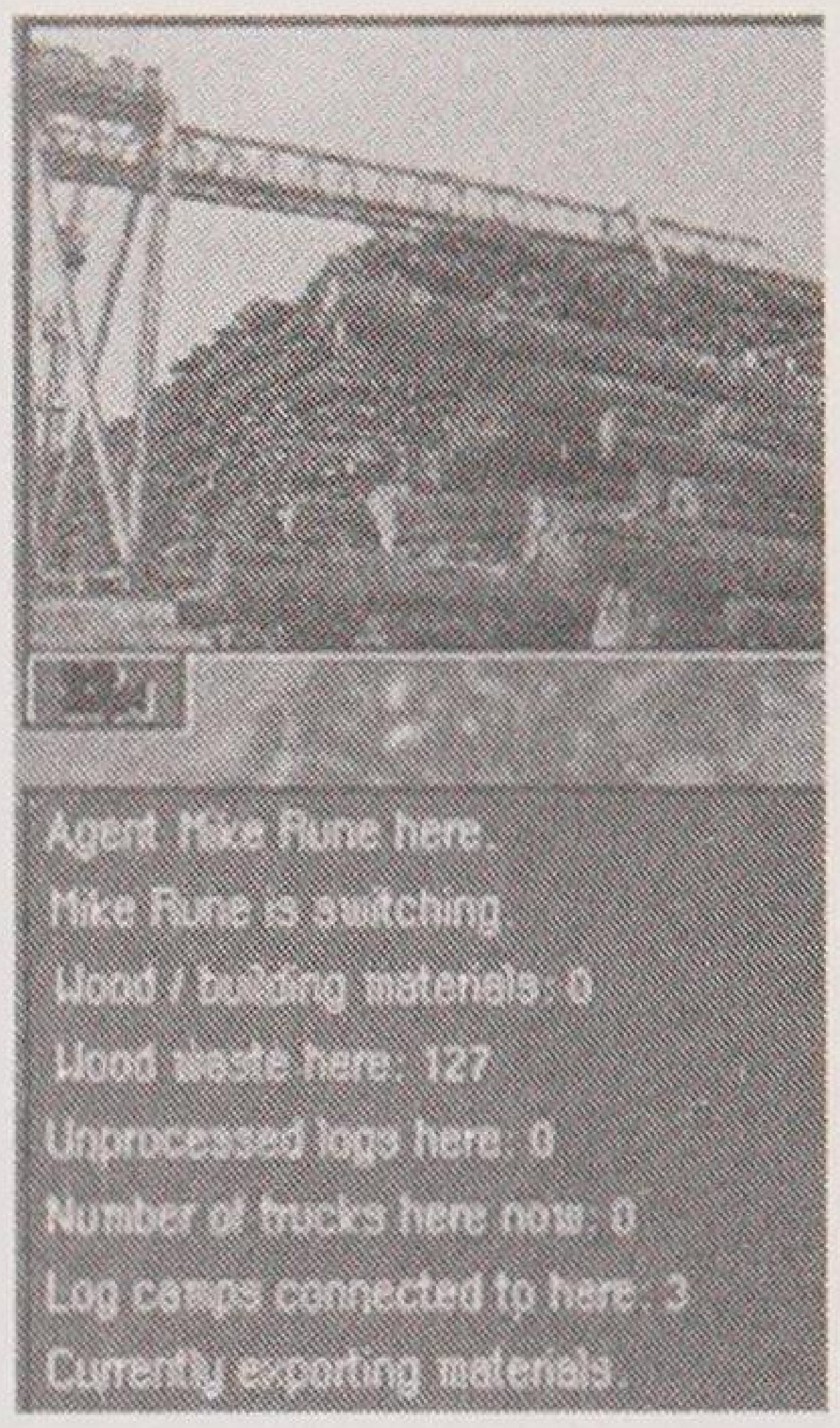

Agent Mike Rune here.
Mike Rune is switching.
Wood / building materials: 0
Wood waste here: 127
Unprocessed logs here: 0
Number of trucks here now: 0
Log camps connected to here: 3
Currently exporting materials.

Figure 15-02. Mike internalizes wood production and can import building materials at will.

While enjoying the resort's amenities, I suddenly remember why I came to this island—to boost Efficiency and World Opinion. I make some quick apologies to the beach volleyball team and scurry over to Agent Headquarters. I seek out Dee (Negotiation, Employment). For my massive village training program, I need to impart Dee's knowledge into an agent with a background in local ecology. Matt (Local Ecology) will do fine, so I have Dee train Matt to increase the latter's ecology skills.

With this done, Matt's ready to go out and spread the word on improved agricultural techniques. I send him on the most extensive tour I can, to all the villages on the island. His orders: Train each village to at least 90 percent efficiency.

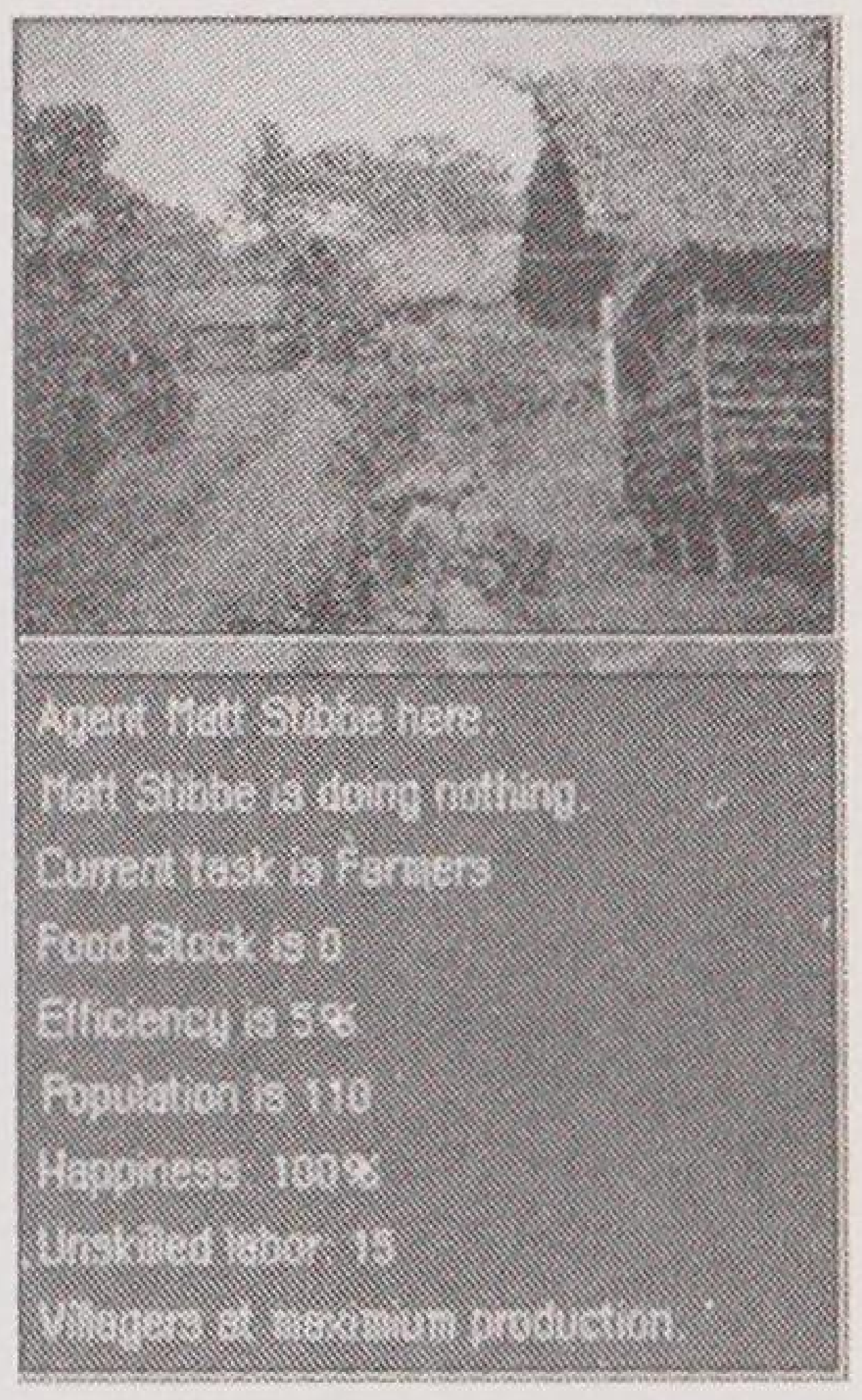

Agent Matt Stibbe here.
Matt Stibbe is doing nothing.
Current task is Farmers
Food Stock is 0
Efficiency is 5%
Population is 110
Happiness: 100%
Unskilled labor: 15
Villagers at maximum production.

Figure 15-03. All of the villages should boast an efficiency rating of 90 percent or more.

Tip: This could take some time, so I instruct Matt to use the Batch Train option to expedite matters.

Although training the villagers is key to the mission, maintaining a healthy balance sheet also is vital. I send Kev (Industrial, Flora & Forestry) over to the heavy industry plant. To get things rolling there, I choose the Apply Job option for producing machinery. That alone, however, isn't enough to create the heavy metal I need. For assistance, I bring Dee to the plant, enabling me to select the Buy Product button, which in turn enables my heavy industry plant to produce machinery.

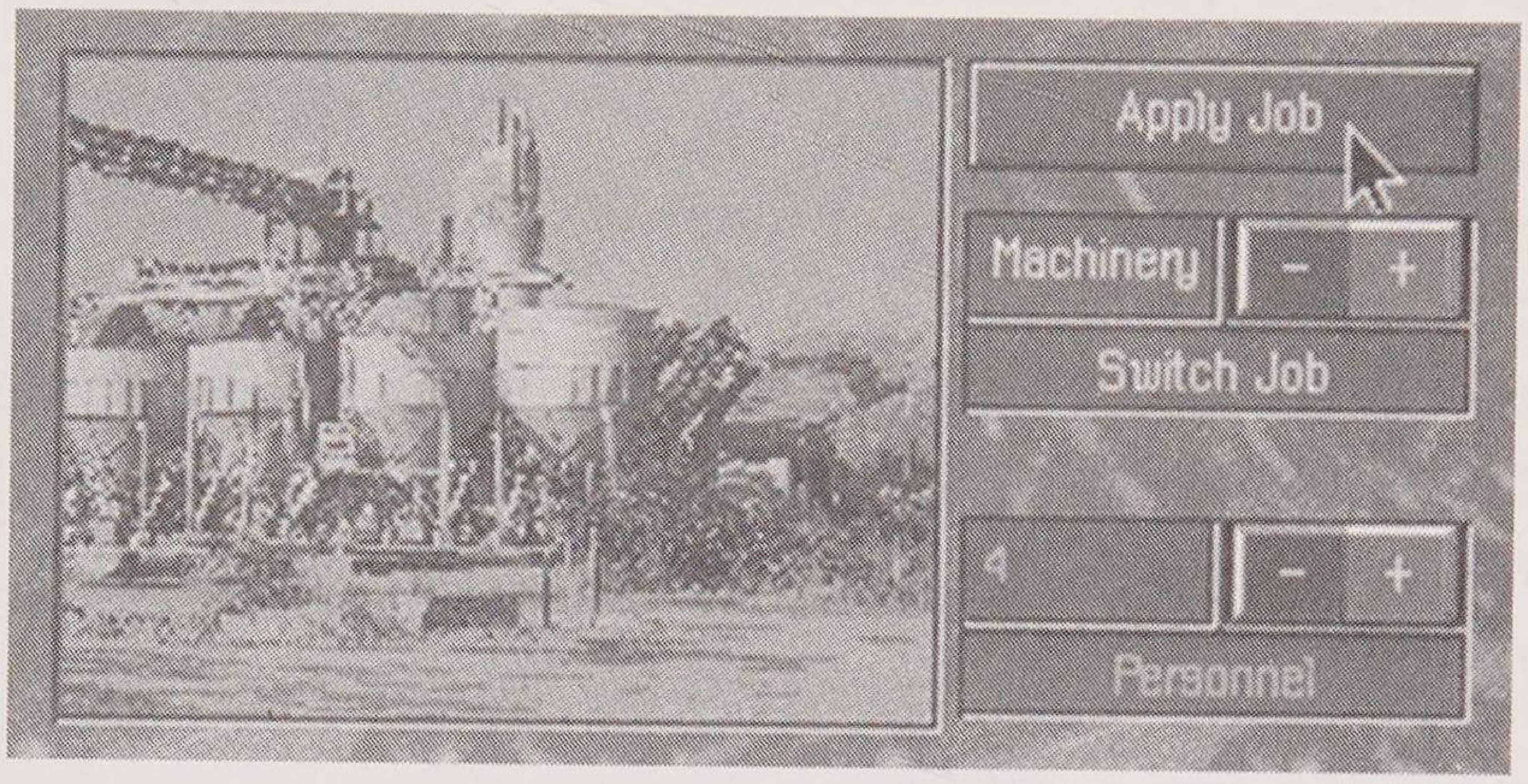


Figure 15-04. Heavy industry gets rolling in a big way when Kev starts building machinery.

This machinery comes in handy in my next step. World Opinion is one of my mission prerogatives, which means keeping pollution to a minimum. Because I need electricity continuously, I consider setting up a wind plant to help generate power for the city of Cheeseyville. Without spending too much time pondering its ludicrous name, I dispatch Morv to a site near—uh—Cheeseyville. A supreme builder like Morv will have no trouble erecting the wind plant. To boost the effectiveness of this move, I decide Morv should attach a couple of extra windmills to the primary apparatus.

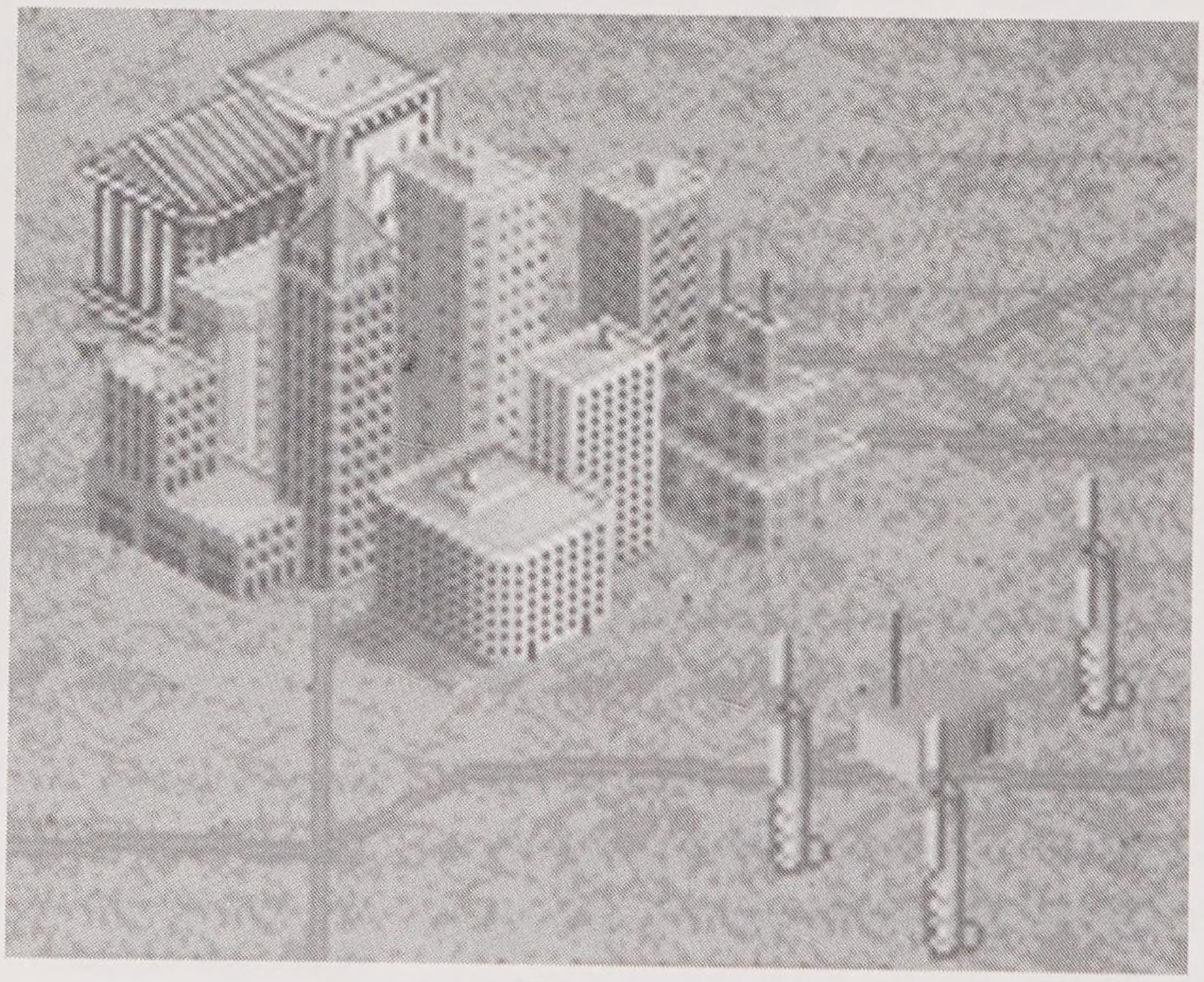
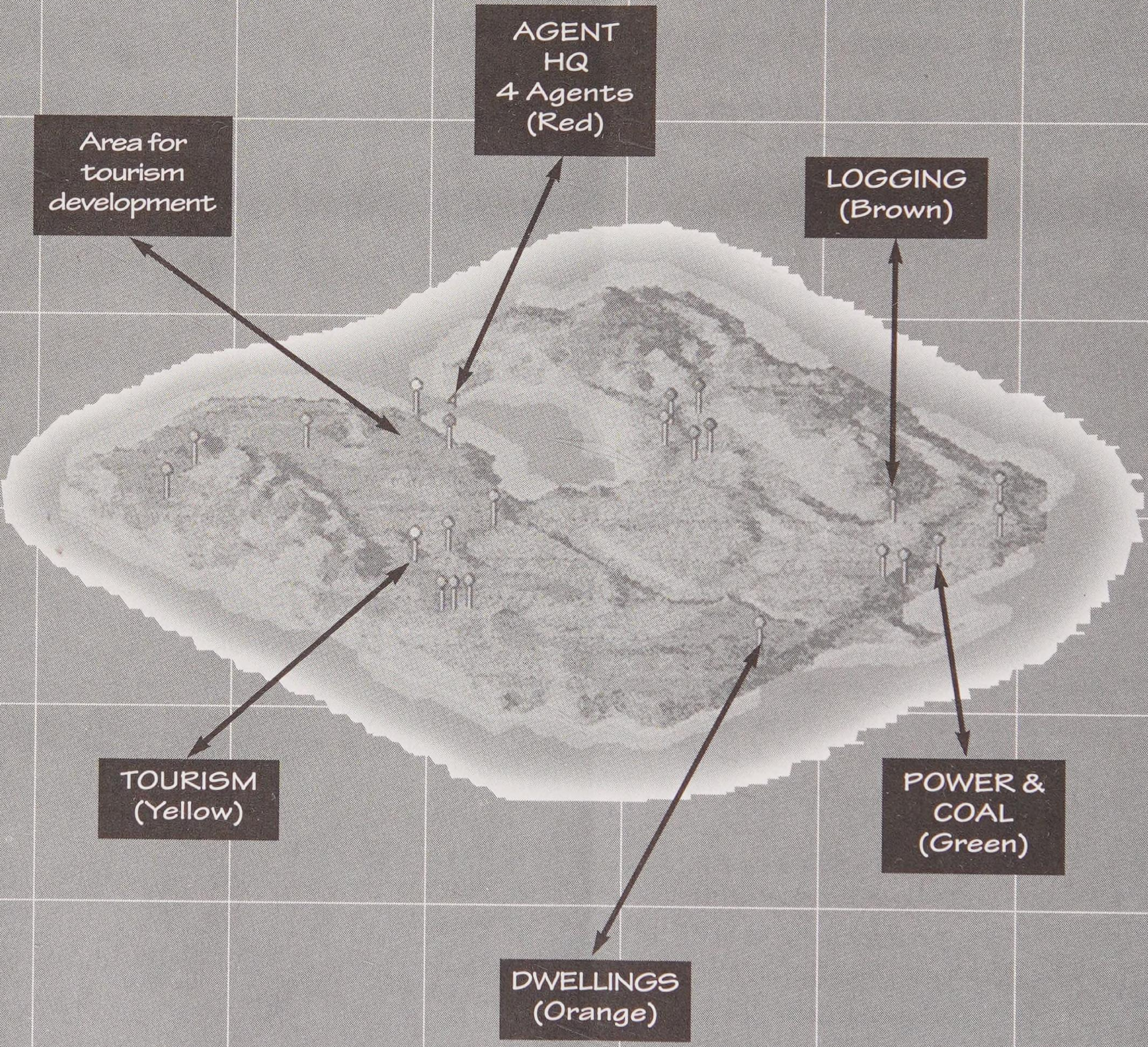
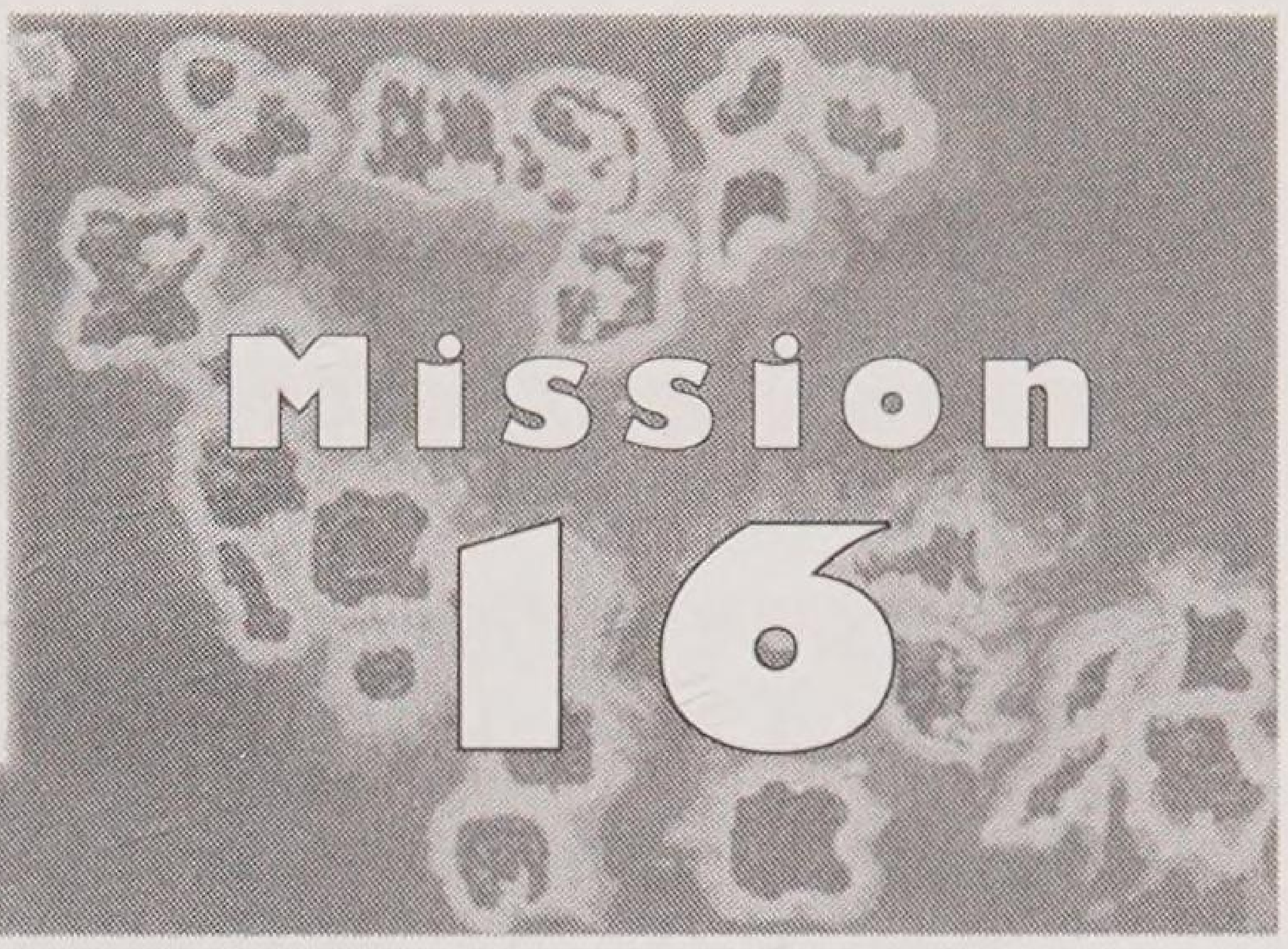


Figure 15-05. Don't be stingy with the windmills when constructing a wind plant.

My island has developed according to plan. Efficiency is up and World Opinion seems favorable enough. One last set of maneuvers is in order, though. I send Morv to the town, instructing her to construct a hospital, college, recreation building, and spiritual building. These moves echo my first directives upon taking control of the island, proving that history repeats itself ... even on SimIsle.

I see an easy way to build up two cities and to get the 13,000 population and the average happiness levels. But I have to leave SOMETHING for readers of this journal to figure out.


AGENT HQ 4 Agents (Red)
Area for tourism development
LOGGING (Brown)
TOURISM (Yellow)
POWER & COAL (Green)
DWELLINGS (Orange)



Mission 16

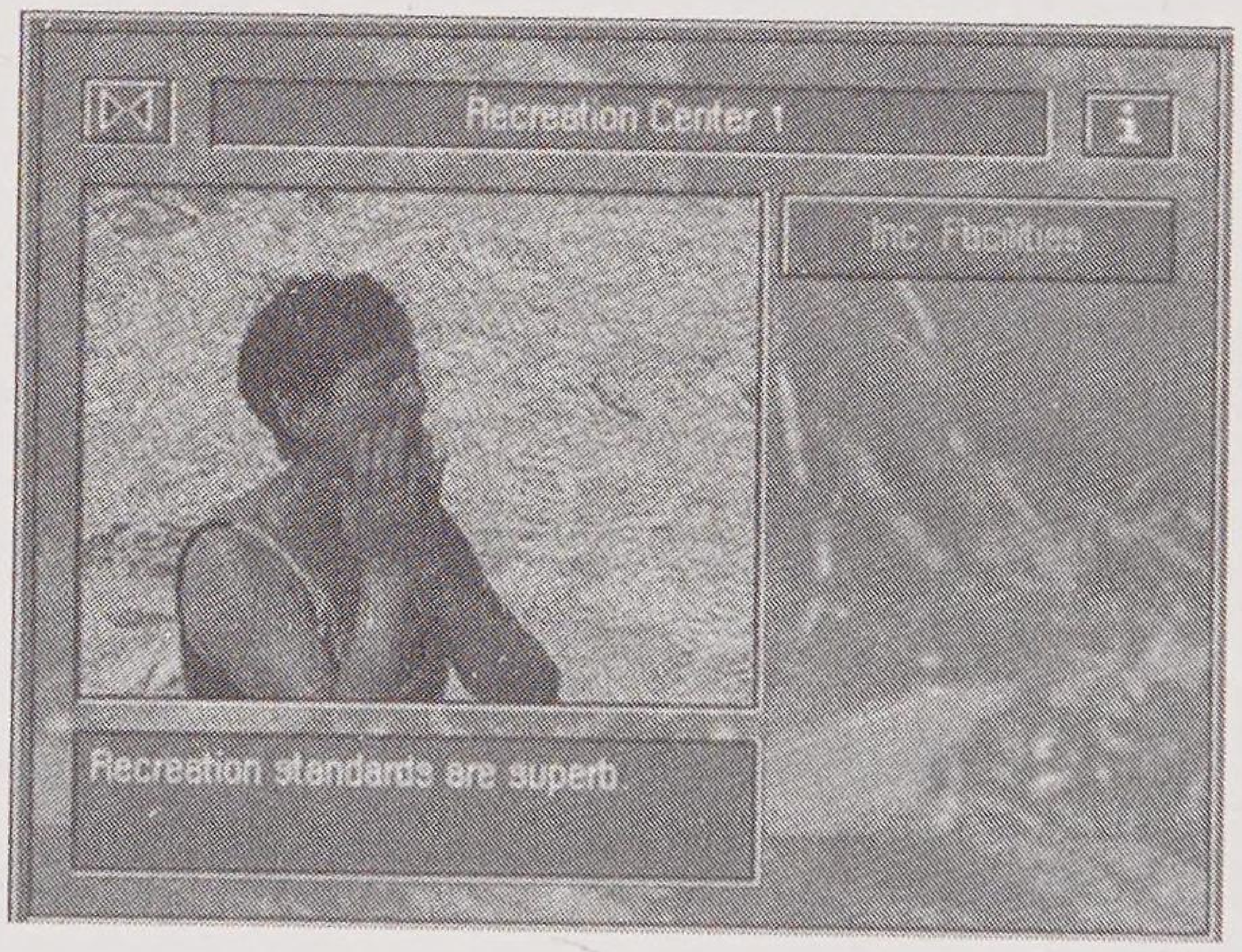
Mystic Lines: E.T., Phone Home

Mission Briefing

This island is in woeful condition—the cities are underdeveloped and as a whole the island is unattractive to visitors. You can remedy this public relations problem—should you prove able to capitalize on local superstitions. Or *are* they superstitions? The natives are predicting an imminent visit by extraterrestrials and appear to know something beyond the scope of conventional wisdom. Your challenge is to turn a possible intergalactic event into a tourism bonanza. Your success in this endeavor could be a lifesaver for your lackluster urban areas, which sorely need attention.

I somehow get the feeling this could be an especially interesting mission. On the surface, it appears to have everything—crumbling cities, excessive hucksterism, and a UFO landing. Now THAT'S entertainment!

There's much to do on my little island and not much time in which to do it. First, I must improve my dilapidated cities and prepare for countless visitors. (That is, I hope there'll be too many to count!) Next, I need to do a little anthropological digging to see if I can discover where this supposed close encounter is going to take place. After all, how else am I going to know where to set up the T-shirt concession?



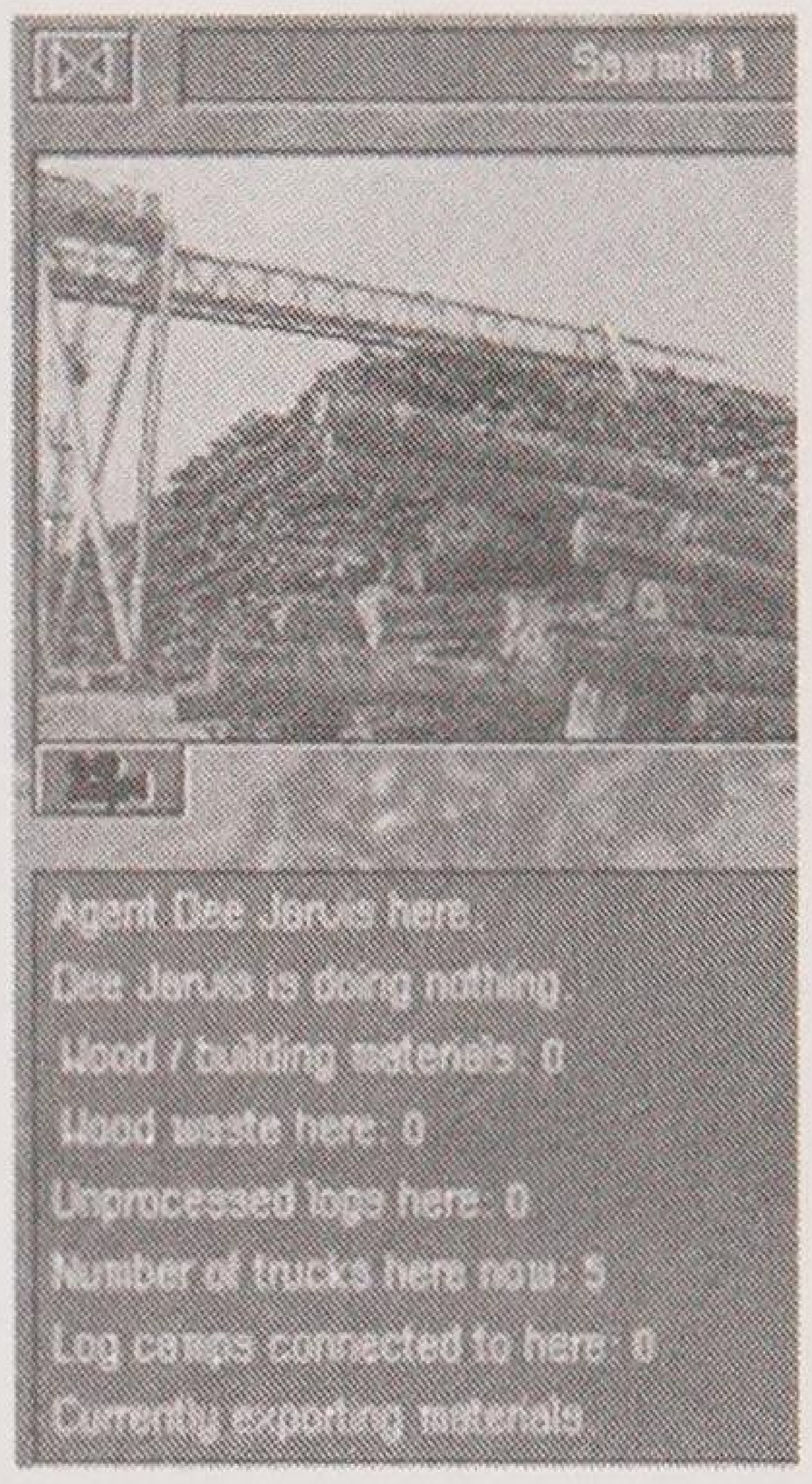
Recreation standards are superb

Figure16-01. "Come on in ... the recreational facilities are fine," thanks to Bob Moon's improvements.

To begin tidying up, I head for the city to implement a quick bit of urban renewal. I can't do it alone, so I get Bob (Industrial, Construction) and bring him to the city. He's a construction expert, and I plan to use his skills to give my city a makeover. By pressing the bars on the right side of the City window, I put a revitalization plan into effect. I build a hospital for the sick, a college for the unschooled, a recreation center for the inactive, and a spiritual building for the overactive.

Things start improving immediately, as do my native neighbors—who are scanning the skies for vacationing aliens, looking for a place to land.

My city is now on the move, so I turn my attention to the island's budding tourism industry. Expanding my guest accommodations is going to require a surplus of building materials. I'll require the services of an agent skilled in negotiation. Dee (Negotiation, Employment) is here and handy, so I send him to the sawmill. I have him click on the Internal Use button, thereby preventing one stick of wood from leaving the island in exports. I need it all, and I need it here—and even that may not be enough. I ask Dee to hang around the mill and monitor my building needs. If we need more wood, I've directed Dee to import it. In the words of promoters throughout the ages: Hang the costs!



Agent Dee Jarvis here.
Dee Jarvis is doing nothing.
Wood / building materials: 0
Wood waste here: 0
Unprocessed logs here: 0
Number of trucks here now: 5
Log camps connected to here: 0
Currently exporting materials

Figure 16-02. I stop by the sawmill to make sure I'll have enough bulldog materials for all my expansion plans.

It's time to jump in with both feet, so I head down to the ferry port.

NOTE: Granted, I don't yet know where the UFOs will dock, but I do know that the area surrounding the ferry port should be a sound building site for new hotels. It's convenient and close to the ocean.

Bob's our man, and I issue the orders for building hotels near the ferry port. Taking Bob aside, I suggest he situate the hotels near the beach. This way, the hotels can have a lucrative beach resort.

Bob has been so immersed in his building efforts that he doesn't realize that the island is beginning to be visited by increasing numbers of outsiders. These tourists are no doubt coming in from the ferry port. I direct Bob to grow our Shangri-La as needed by clicking on the Extend Resort button. We're beginning to feel the demand, and I want to make sure we've got the supply.

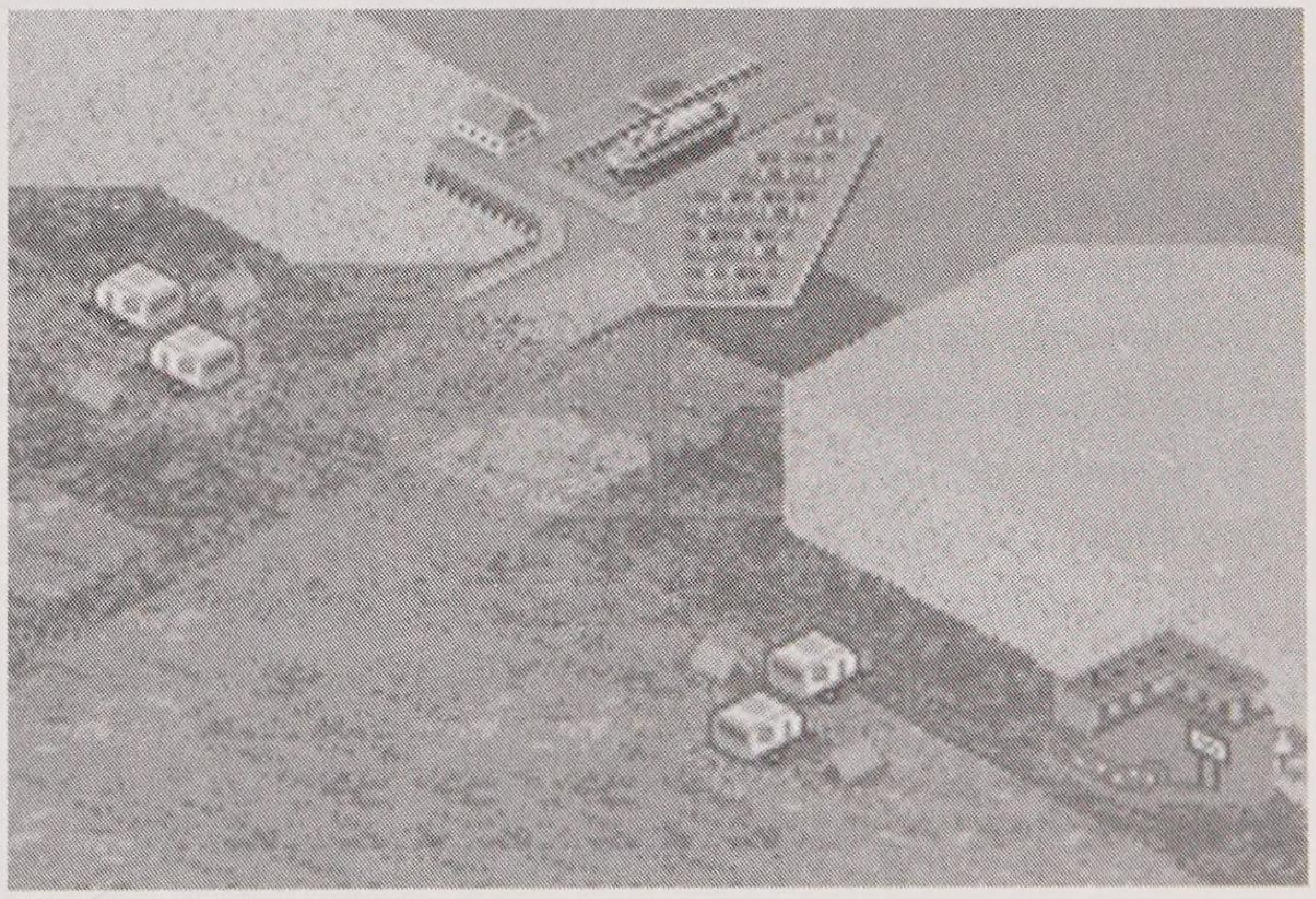


Figure16-03. The ferry port brings in tourists, best housed in beachfront resorts.

But what about my aliens? I've forgotten about our very special guests, those traveling here from worlds beyond. The all-consuming question remains: If they come, where will they arrive? I need to take a stab at determining where the

Main Event will occur, if only so I'll know where NOT to park my Range Rover.

I need an agent with bold and mysterious talents, which means I need an Explorer. But not just any Explorer—an Explorer who's been trained to excess. I know that super-trained Explorers often develop a prescience that transcends normal intuition.

TIP: Plainly put, you take an Explorer and soup up his or her training, and there's no telling WHAT he or she will uncover.

And at this point in the mission, I need an Explorer who can tell me where spaceships might land. This dubious distinction goes to Rick (Exploration), a normal enough chap, UNTIL I train him above the 90 percent mark. Now he's capable of finding UFO landing sites, the Bermuda Triangle, and flipper-prints from the Loch Ness Monster.

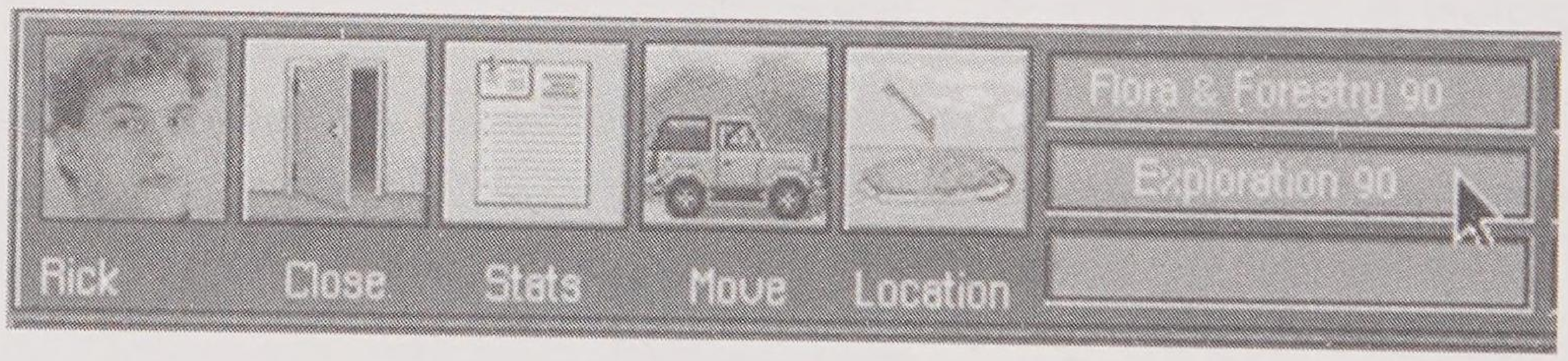
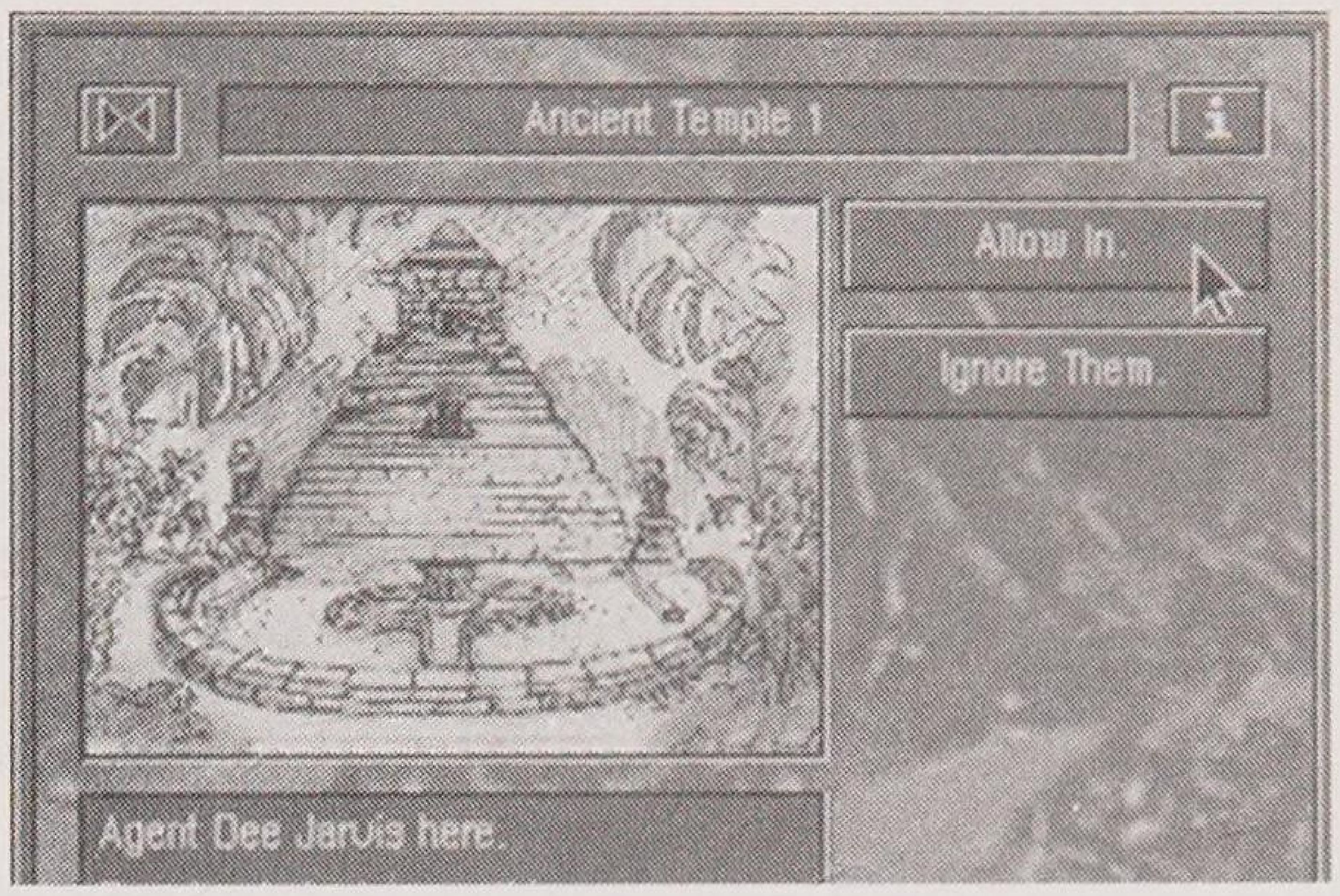


Figure16-04. Rick will have better luck discovering supernatural forces if his training is boosted to 90 percent or more.

Let our psychic divining rod wander long enough, and he's sure to trigger a revelation. Bam! On-screen pops a news flash that an ancient ancestral burial site has been located. The importance of the discovery sends my mind reeling as I contemplate how to integrate this sacred ceremonial ground with a 36-hole miniature golf course and gift shop.

Realizing there's still much to do, I send Dee there. As my liaison, he'll meet and greet the archaeologists desperate to study such a major find.

Before long, the archaeologists uncover hard data indicating that ancient personages not only died here, but also lived here. This island could, in fact, be holding more ancient treasures than the Smithsonian. Hoping that Rick's heightened senses can pull another rabbit out of the hat, I



Agent Dee Jarvis here.

Figure16-05. Dee can open the door for exploring teams of archaeologists.

dispatch him to a mysterious map location, one lying between three X's.

Sure enough, the X's DO mark the spot—the site of a heralded Lost City. It's a historic moment in time and I consider its many ramifications. (Package tours? Movie deal? Toy promotion?) Before I cramp my fingers ringing up profits, I make sure to send Dee to the Lost City. He'll open the gates for the frantic archaeologists, who are only too willing to dig the whole place up for me. Gratis.

While the increasing hordes of tourists keep shading their eyes and searching the heavens, I wonder if we have enough hotel rooms and bed linens. Best course of policy: I keep hitting the Extend Resorts button until I have more than 70 rooms per hotel. By the way, these aren't just any hotels—fleatraps sitting off the interstate. I've fully improved these lodgings, making sure to pass the costs on to my customers. I also give the royal treatment to my beach resorts.

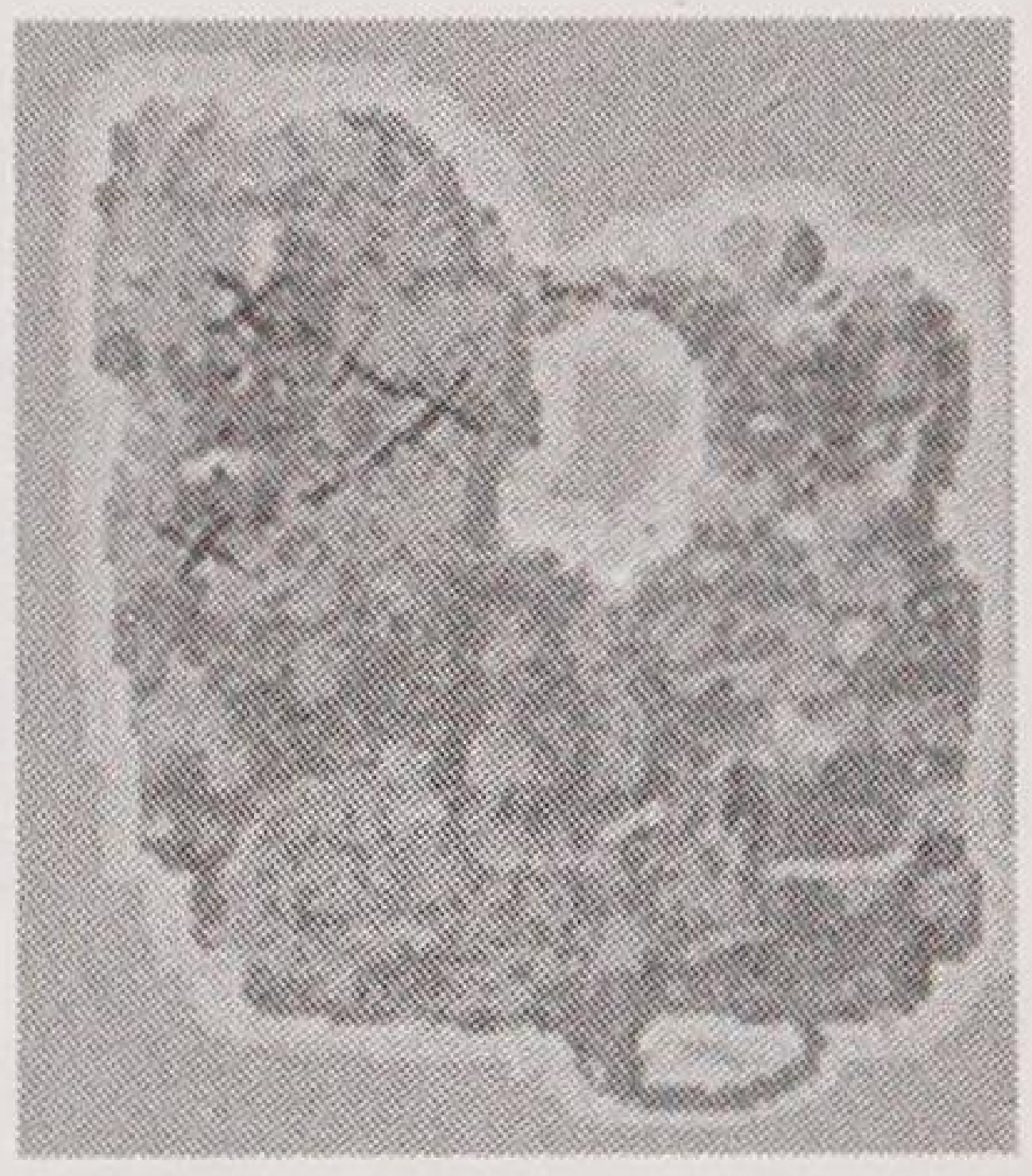
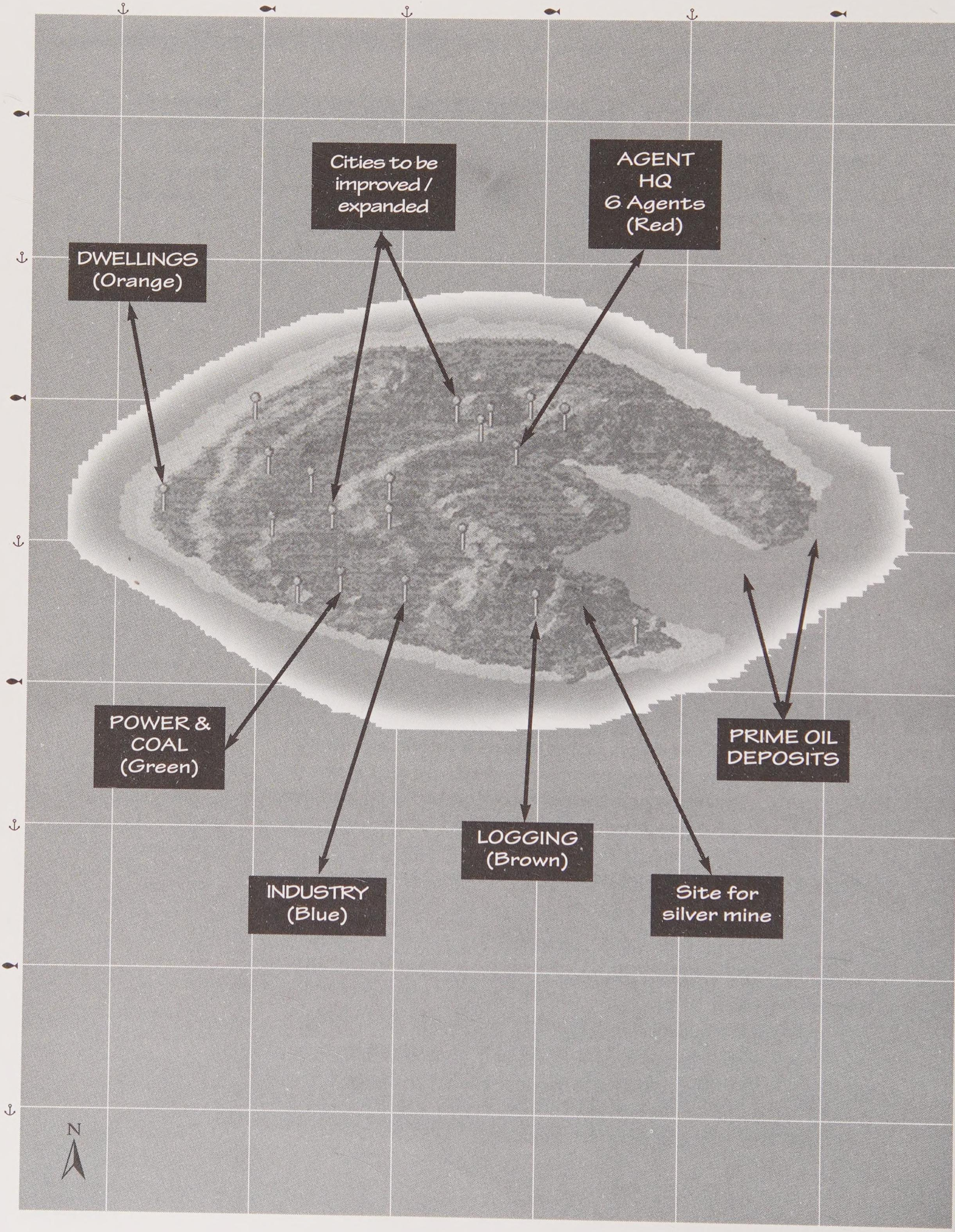


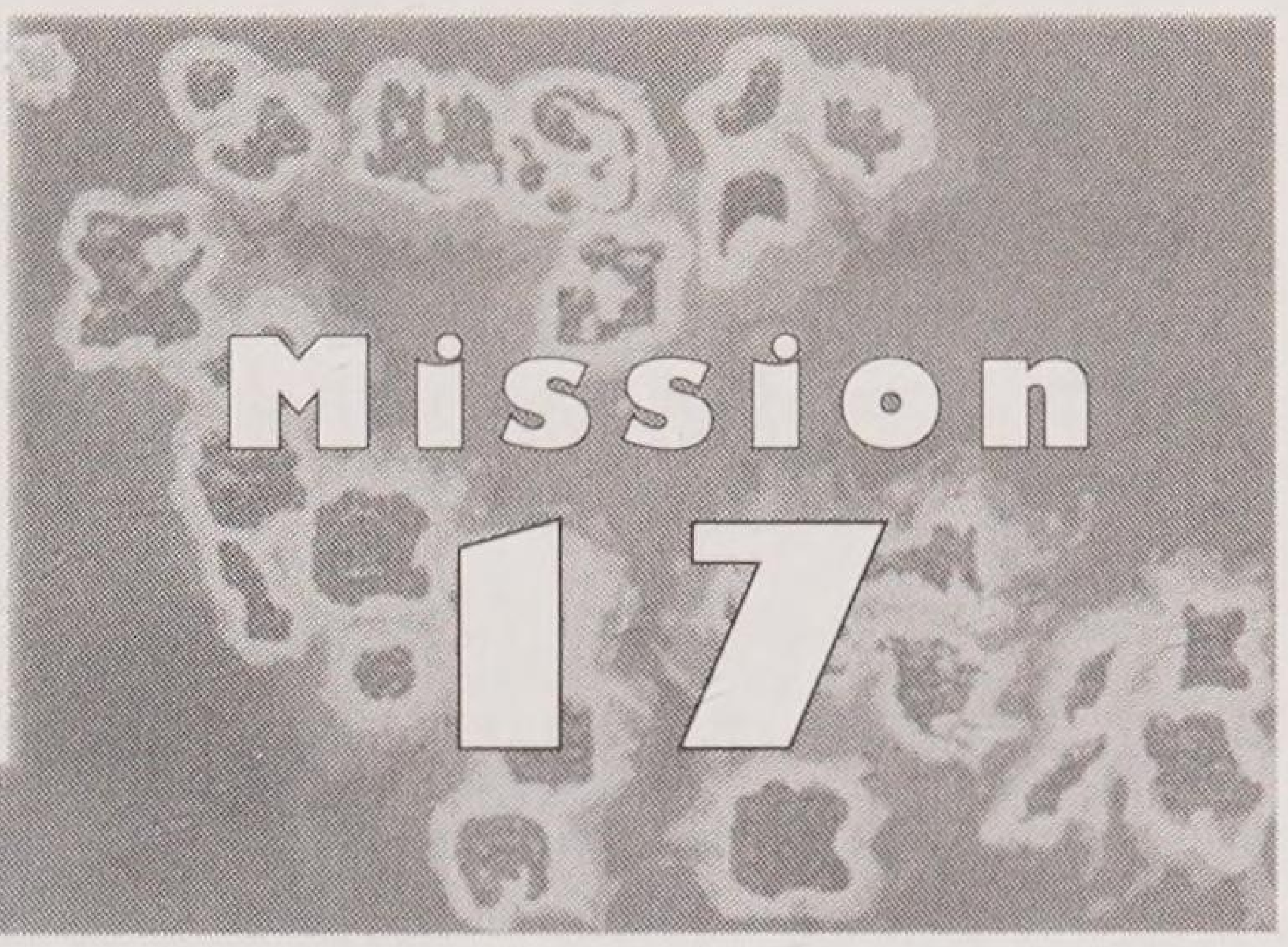
Figure 16-06. The left side of the island contains a mysterious triabgle. If something bizarre is going to occur, it will happen here.

TIP: In fact, I give them a little extra by developing attractions that are sure to keep my patrons happy even if the aliens change their itinerary and book for Palm Springs. Maximum excitement is the goal, especially where resorts are concerned.

As speculation (and publicity!) rises, I wonder if my hotels will be filled to full occupancy. I know what I'll do if they aren't booked to peak levels; I'll construct a third airport to import my tourists.

There's nothing else to do now but wait. The hotels are here, the archaeologists are here, the tourists are certainly here, and the profits are here. Now what about those aliens? I hope they arrive soon—and I hope they have reservations. This place is booked solid.


Cities to be improved / expanded
AGENT HQ 6 Agents (Red)
DWELLINGS (Orange)
POWER & COAL (Green)
PRIME OIL DEPOSITS
LOGGING (Brown)
INDUSTRY (Blue)
Site for silver mine
N



Mission 17

City Blues: Urban Angst

Mission Briefing

The people of the two island-cities aren't happy. You have three years before the next election; by then, you need to ensure that the cities' average Population Happiness is at least 80 percent and the population of each is at least 25,000 if you want to be re-elected.

Sure, I always had childhood dreams of one day being a politician, but in my dreams I was never sweeping up after the Great Depression. Not only must I turn these disgruntled citizens into happy campers, but I also must lure thousands of others here or I'll be little more than a lame-duck candidate next election day.

My first goal in this tale of two cities is pumping up the food supply. This allows for population growth. To this end, I send Iain McNeil (Local Ecology) to two villages where he trains the natives to 85 percent. I have Iain return to Agent Headquarters so that Dee (Employment) can train him to a 90 percent skill level.

Iain's new training enables him to batch train villages, immediately bumping their efficiencies from 50 percent to 85 percent. He batch trains each remaining village once.

Back at Agent Headquarters, I take this opportunity to fire Doug (Industrial, Flora & Forestry), whose skills are redundant on this isle, and I hire Marty (Construction), whose construction skills are necessary for the tasks ahead.

Now I must locate a source of income. I look to my island's resources, beginning with an already established iron ore mine on the west-southwest portion of the island. To squeeze out every last penny, Neil (Industrial) switches the mine to Mine Double. The coal mines are needed by the plants powering the two cities, so I leave them .

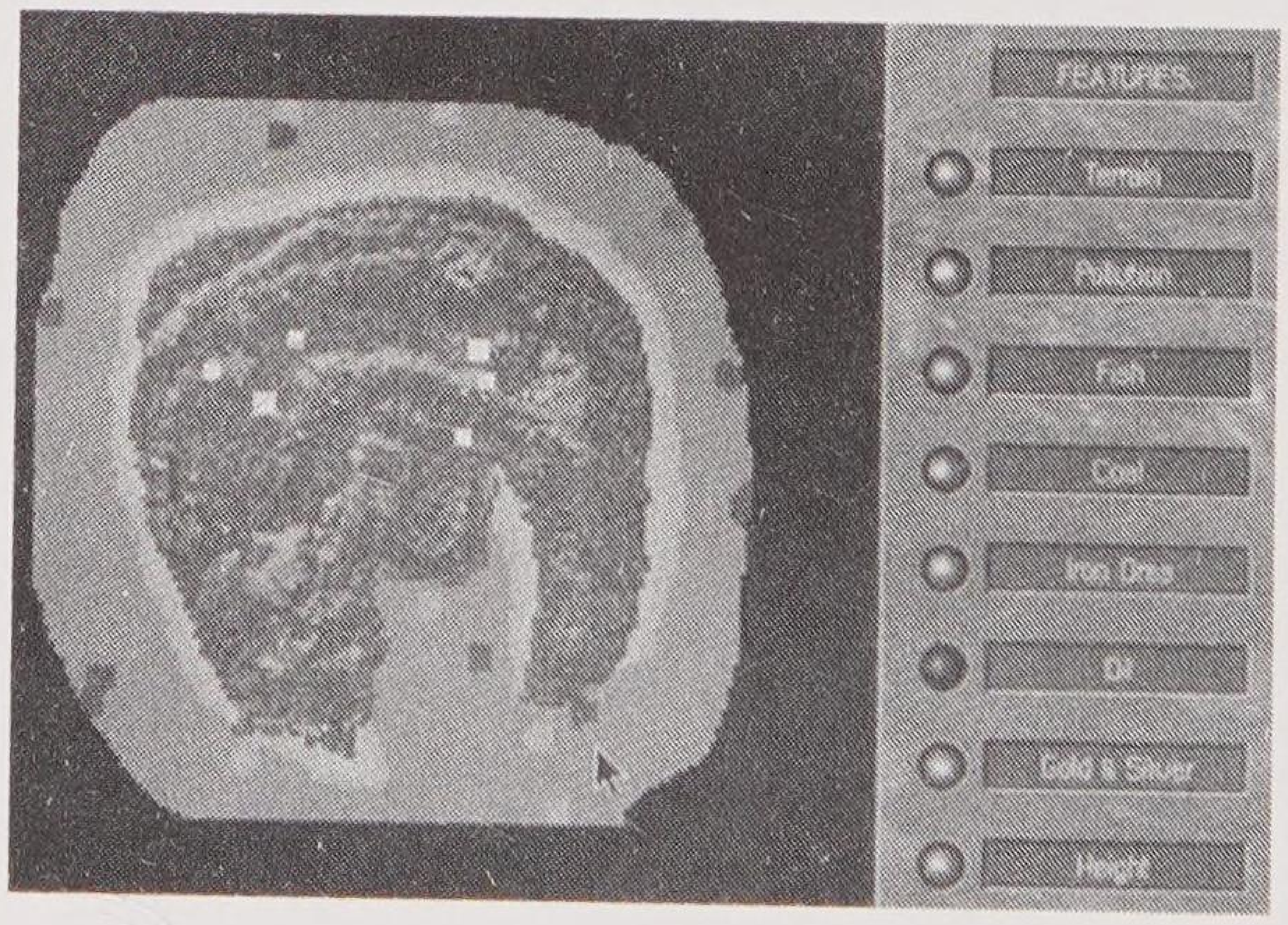


Figure 17-01. The conditions off the southern tip of the isle lend themselves to an oil industry, which will give me the money I need to keep the island afloat.

I also have enough labor and resources to establish an oil industry. The 2-D map shows two prime areas for drilling off of the southeastern peninsula. I send Marty to construct a rig in each of the two orange-red areas and to build an oil-pumping station along the nearby shoreline. With the rigs up and running, Neil visits and shifts each to Drill Double, and Marty adds a tanker at the farthest rig.

With a source of income established, I turn my attention to the cities. Marty is at city #1 building health, education, and recreational facilities. This practically exhausts the supply of building materials, so Marty places a sawmill to the north of city #1's power station. Marty constructs three logging camps in the most fertile areas of the nearby forest, and Neil switches the sawmill to Internal Use. The flow of wood from the logging camps will take a while, so Neil imports 300 units of wood for my next project.

To keep city development parallel, Marty builds a hospital, college, and recreational facility at Pollution Valley. Neil imports another 300 units of wood at the sawmill before Marty adds a places of worship at each city.

To further accelerate the Happiness of the population, I plan to toss a few Cheap Consumer goods toward each city. To do this, Marty constructs a manufacturing plant between the two cities. Neil switches the distribution to Internal Use and applies the Cheap Consumer goods job. Because I'm only importing goods to the factory, Dee fires all but one employee to avoid labor costs. When I feel I have enough money saved up in the bank—roughly 6,500 EMUs—I execute the Buy Product command, which imports 10 Cheap Consumer goods and divides them among the two cities.

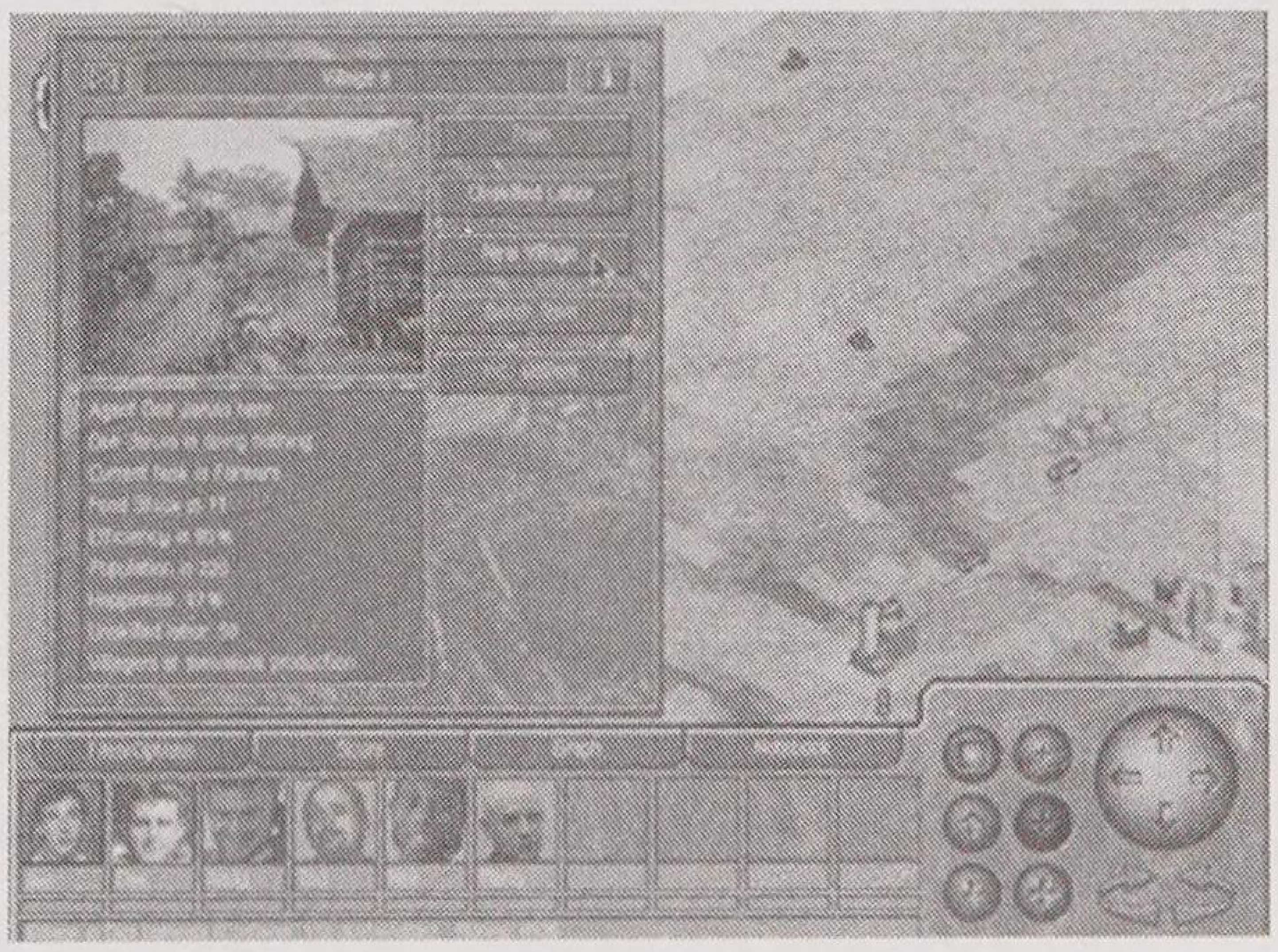


Figure 17-02. Once a village grows to 220 people, Dee creates a new village from the existing one, which can in turn be trained by Iain to multiply the food production.

Buried Treasure
To have all agents work for free, save any mission with the name **marksanchovypizza.** When you reload the mission with that name, your agents will cost you nothing.

The food supply remains a major consideration, and now each of the villages has reached the magic number of 220 inhabitants. Dee splits every village and lain batch trains each new village. Occasionally, my money supply drops to less than 2,000 EMUs, at which point I wait for income from oil before continuing.

Using the 2-D map I search for other resources to exploit, and I discover a rich silver deposit located on the southwestern peninsula. Marty builds a silver mine there, and Neil gives the Mine Double order.

Back at the cities, Andy increases education at both colleges before improving the health and spiritual facilities at Pollution Valley and, after Neil imports 300 more units of wood at the sawmill, city #1. Finally, Marty improves each city's recreational facility to bring all facilities to Superb living standards.

NOTE: A city's educational level has a direct bearing on the amount of pollution a city emits. The higher the standard of education, the lower the pollution.

Now I have enough money for Neil to import one round of Cheap Consumer goods from the manufacturing plant. Immediately upon receipt, the cities should experience a short population boom and increased happiness. I'm closely watching my EMUs, occasionally having to wait for money from my exports before continuing.

NOTE: The higher the Happiness of a city, the more income I earn from it. Conversely, cities with little or no Happiness may cost me hundreds or thousands of EMUs per month.

My power stations no longer fill the demands of the cities, so I take this opportunity to reduce the smog at Pollution Valley by switching to wind power. Marty deconstructs the coal powered pollutant and replaces it with a wind plant. Without a power station at Pollution Valley, the nearby mines are now diverting their coal to the other power station at city #1. Neil's Drill Double orders at the western coal mine enable that power station to keep up with the needs of city #1.

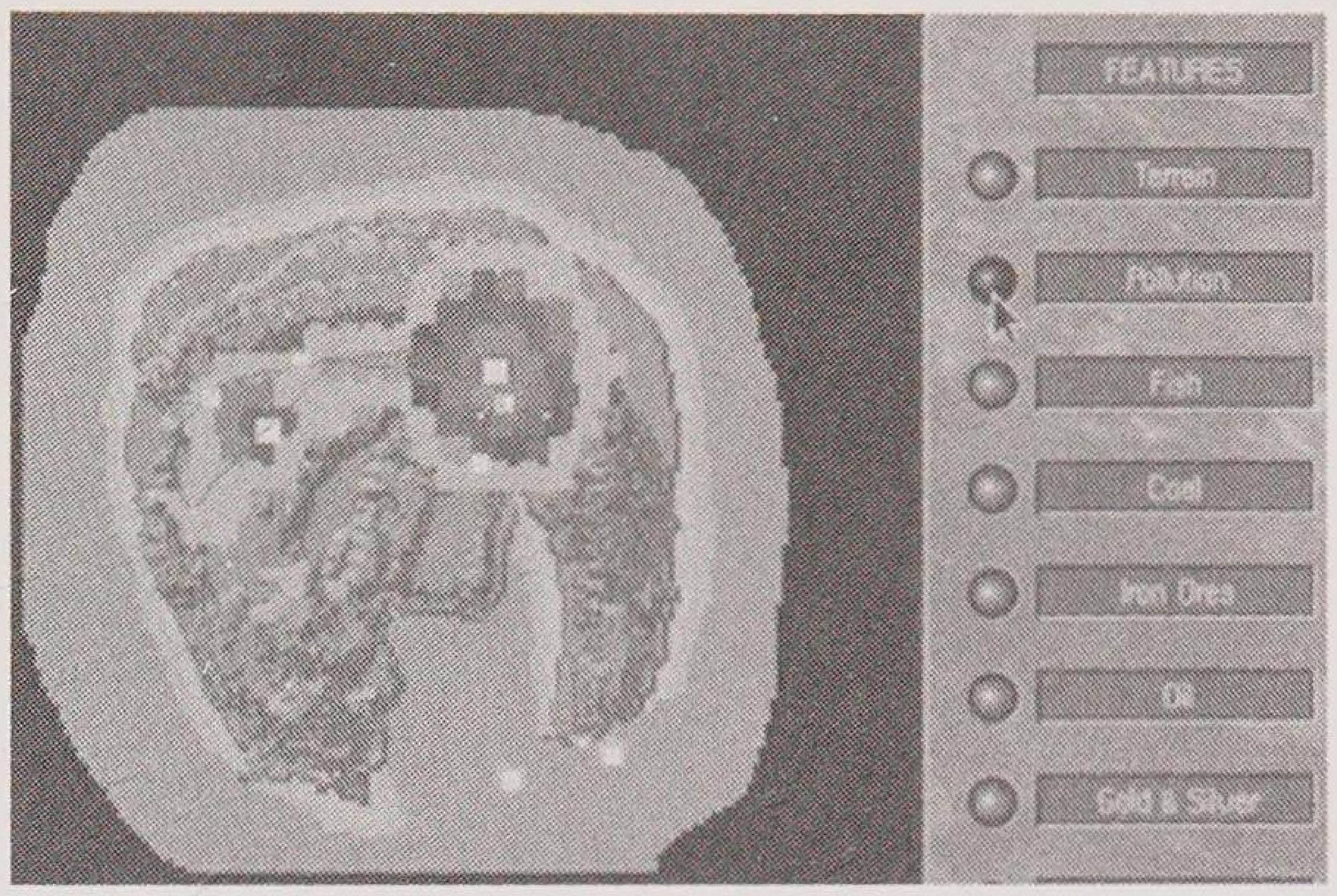
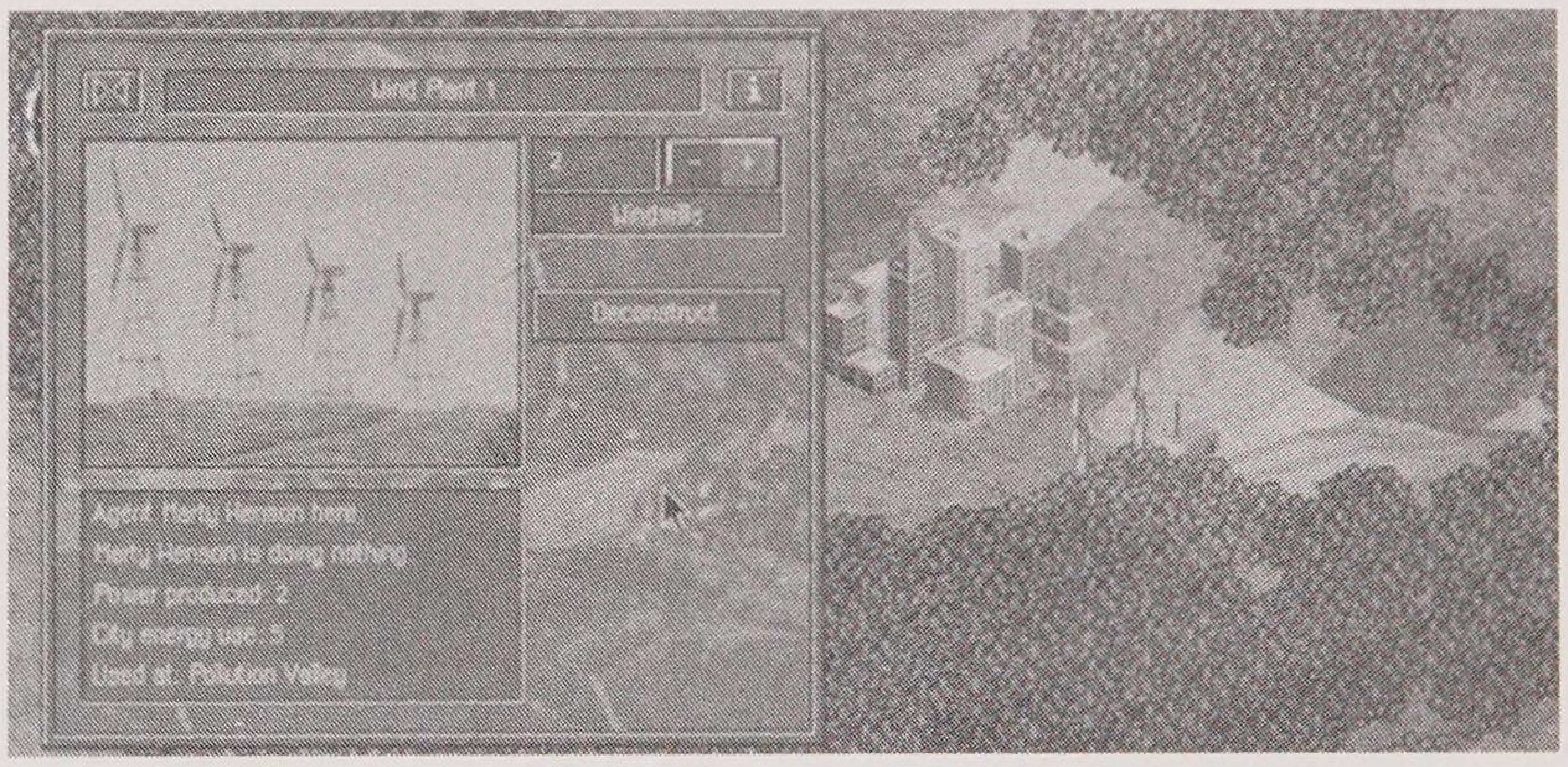


Figure 17-03. A 2-D look at the isle's pollution indicates what may be restricting the happiness at Pollution Valley.

The transition from coal to wind power has left Pollution Valley much cleaner, but with very little wattage. By adding windmills as money allows, I can gradually supply enough power to raise Pollution Valley's Happiness to Very Good.

The food supply has dipped, so Dee splits three villages and Iain batch trains the new ones.



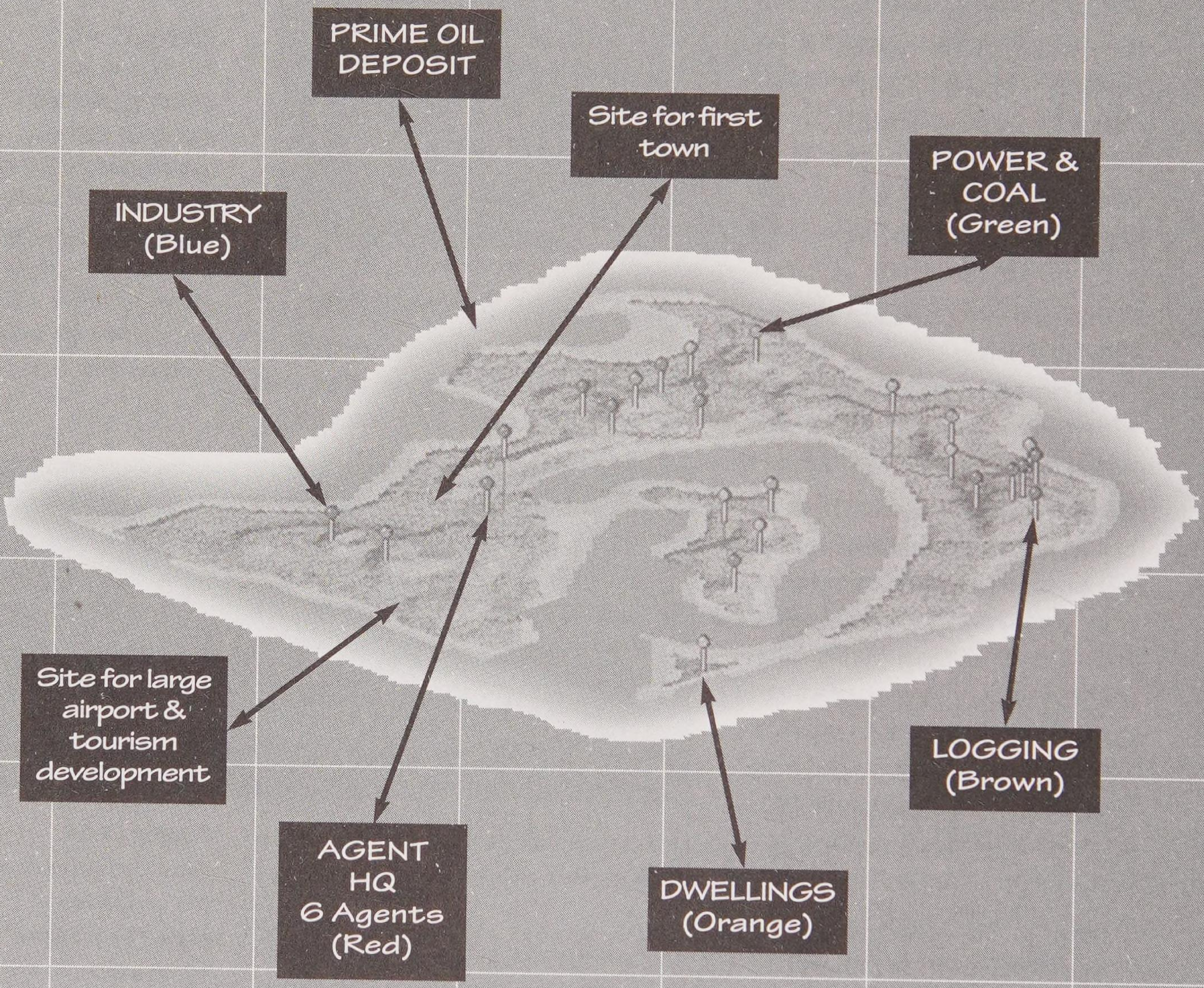
Agent: Marty Henson here
Marty Henson is doing nothing
Power produced: 2
City energy use: 5
Used at: Pollution Valley

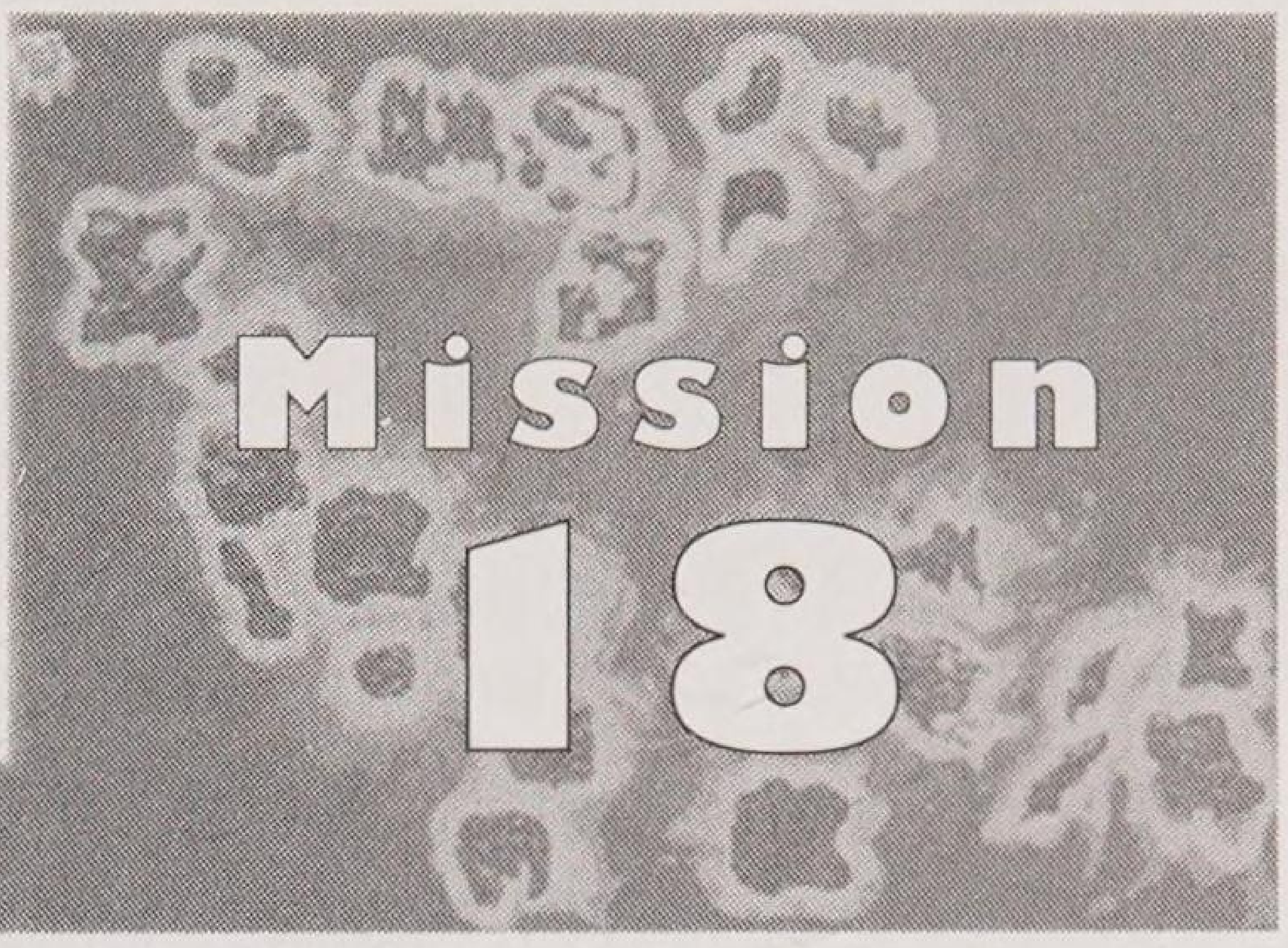
Figure 17-04. After deconstructing the coal powered plant, Marty begins construction on the pricey, yet clean, wind powered plant.

When I least expect it, the town located between the two cities blossoms into a city with no direct aid from me. Along with the increased population comes an incredible lack of happiness—which means debt for me. In a panic, Neil imports 400 units of wood for Marty to build a hospital, a college, and a recreational facility at the new city.

Despite all efforts, my financial books have nose-dived into the red. With no available money to improve the new city, my hands are effectively tied as I watch my bid for scenario completion—as well as my hopes for eventual re-election—collapse before my eyes.

My hope is that someone who reads these notes will see beyond my own mistakes. But, there's no looking back at this point—on to Mission 18.


PRIME OIL DEPOSIT
Site for first town
POWER & COAL (Green)
INDUSTRY (Blue)
Site for large airport & tourism development
LOGGING (Brown)
AGENT HQ 6 Agents (Red)
DWELLINGS (Orange)



Mission 18

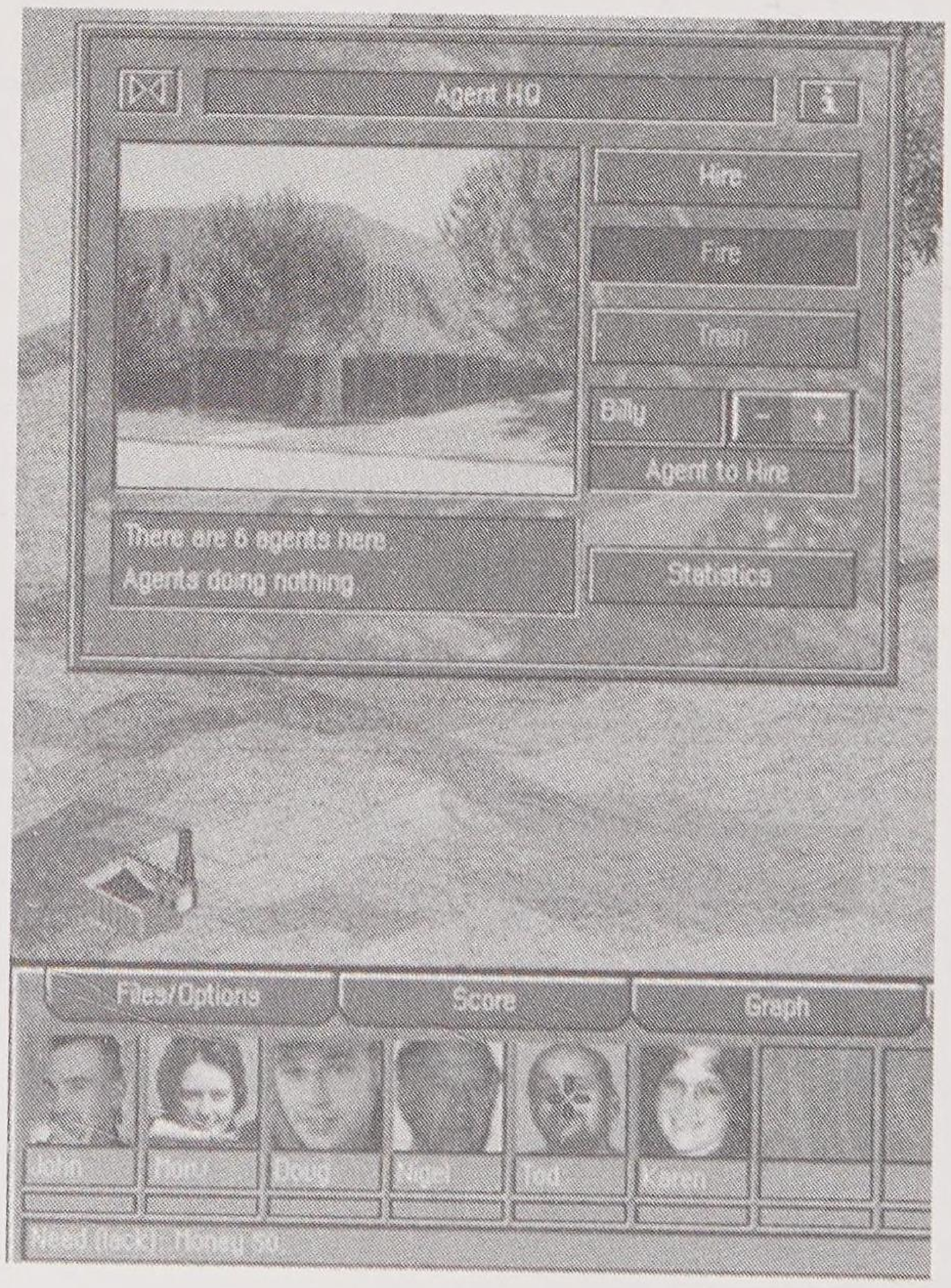
Bigger and Brighter: “You Call That a City!?”

Mission Briefing

You have seven years to bring so-called civilization to this island. Build five cities with an average happiness of 75 percent.

It sure looks like I've got my work cut out for me this time. I've got to take this backward patch of land with a few villages and a handful of mines and turn it into a bustling, five-city island in seven years. Sigh.

First, let's get the list of agents straight. Agents Tod (Fauna & Zoology), Nigel (Industrial, Flora & Forestry), Doug (Industrial, Flora & Forestry), John (Industrial, Criminal Contacts), and Morv (Fauna & Zoology, Construction) either aren't needed or their jobs can be accomplished by other agents. I give them their walking papers and invite Randy (Industrial), Dee (Negotiation, Employment), Billy (Negotiation, Local Culture), and Emma (Local Ecology) to join the operation. To make sure things get accomplished quickly around here, I have Dee train both Emma and Karen (Exploration, Flora & Forestry) to skill levels of 90 percent. (Does it seem that the modern world is just a tad too hung up on pigeon-holing people—especially in the tropics?)



There are 6 agents here.
Agents doing nothing

Need (lack): Money 90.

Figure 18-01. A quick flurry of hiring and firing results in a more efficient and cost-effective roster of agents.

There are several mines on this island, and while the iron ore mines are already exporting their resources, the coal mines are still set to distribute materials internally. I send Billy to each coal mine, where he switches them to Export. Next, Randy uses his skills to increase production at every iron ore and coal mine to Mine Double.

To keep the island's budget in the black, I establish a tourist industry. (I can pick up on a trend the way a bloodhound finds a scent.)

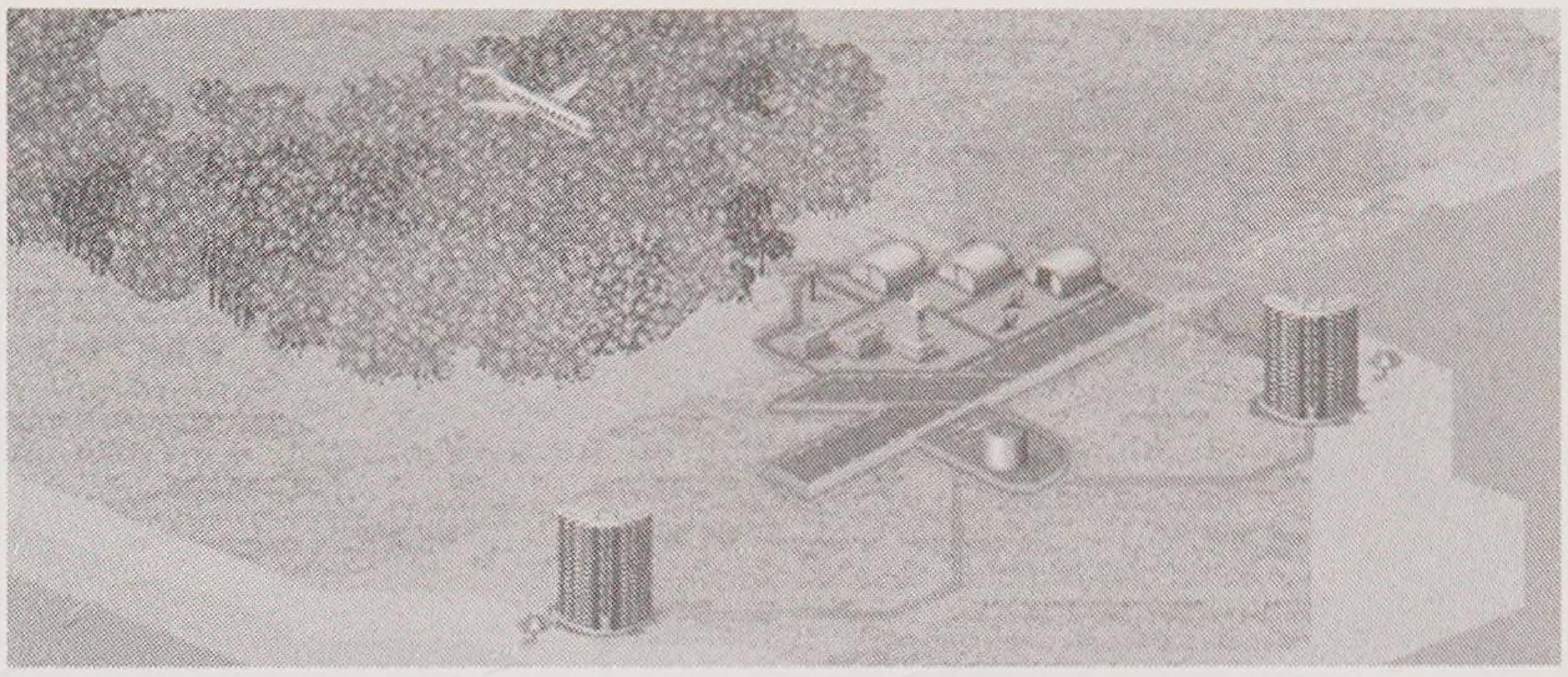


Figure 18-02. A large airport and two sizable hotels provide another source of income for the island.

After Dee trains Emma and Karen, he trains Randy (Construction) to 77 percent so Randy can eventually construct a large airport. Before the airport is built, however, Billy needs to convert the two sawmills from Export to Internal Use and to import 2,000 units of building materials. When these two steps are completed, I send Randy to an open area in the northeast corner of the island to construct an airport and then upgrade it to a large airport.

Now Randy moves to the edge of the beach near the airport, where he builds a tourist accommodation and expands its capacity to 53 rooms. I also send Billy (Negotiation) to the hotel, where he improves the quality to 10. This process is repeated when Dee imports another 2,000 units of wood to create a second hotel of equal size and quality along the beach near the airport.

Rumor has it that there are pots of gold on this island, so I send Karen (Exploration, Flora & Forestry) to search the jungle areas of the island. Meanwhile, Emma stops at each village and batch trains the natives twice. Dee then heads to the villages on the small islands and creates new villages as soon as the population adequately increases.

I now turn my attention toward the goal at hand. To this point, all my actions have been to fertilize the soil, so to speak. But now it's time to plant the seeds for what will eventually become the five cities needed to complete the mission.

Dee returns to the sawmill, where he imports 2,000 more units of wood. Randy uses this wood to construct a town in the open area just north of the Agent Headquarters. Randy follows up by building a heavy industry plant in any small open area, and, using his industrial skills, he switches the plant's job output to heavy machinery. Billy (Negotiation) joins Randy at the plant to switch the distribution to Internal Use and to import 50 units of heavy machinery. To power the newly created town, Randy builds a nuclear power plant nearby. Then, I send him into the town, where he builds a hospital, as well as facilities for a college and recreation needs and spiritual observances.

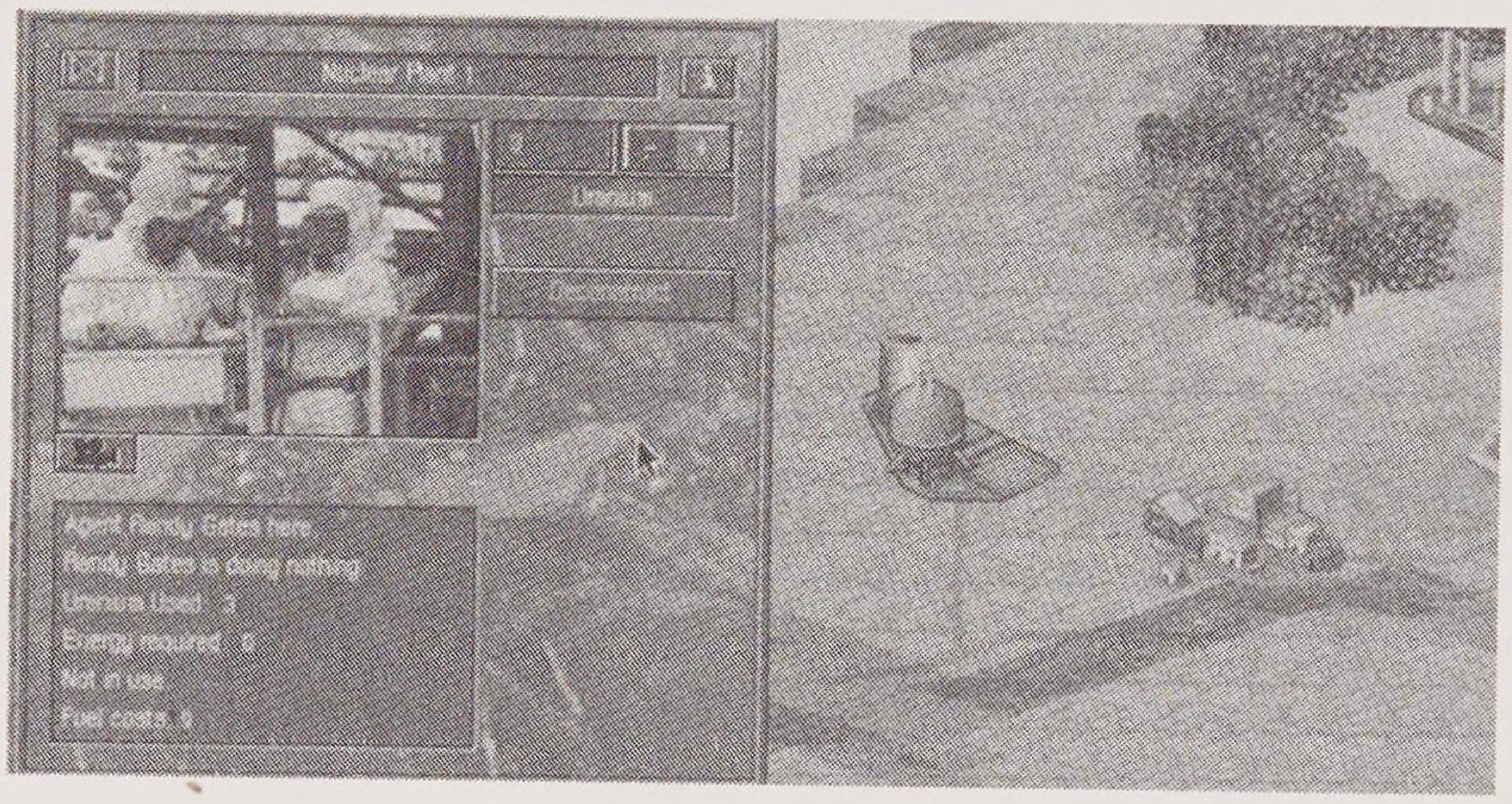


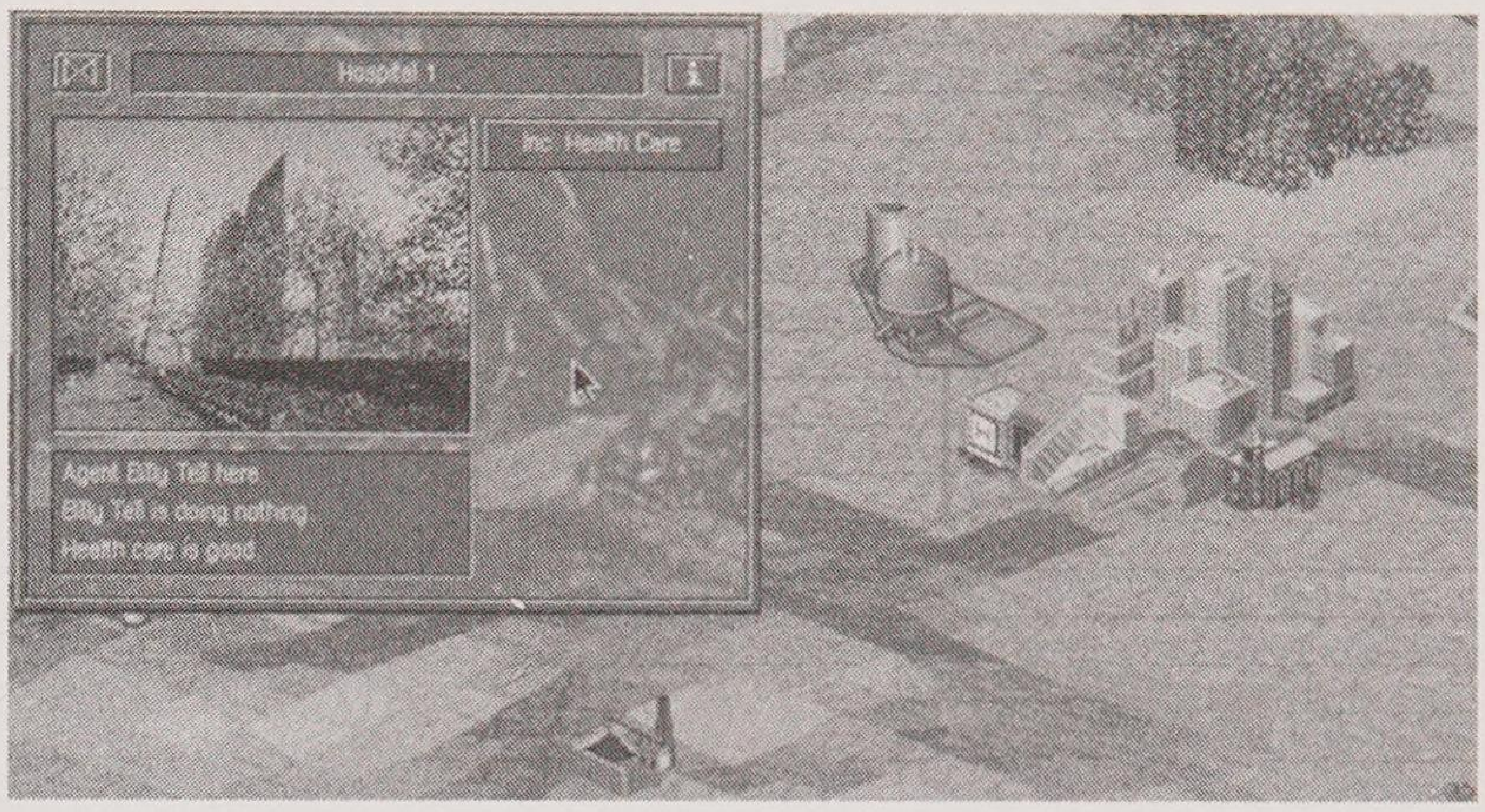
Figure 18-03. Nuclear power is efficient and also lacks the pollution of coal plants that can cut down on population happiness.

The key to population growth is food production from villages. To ensure that there are plenty of vittles in the cupboard, Emma travels to each of the new villages on the small islands and batch trains them twice. I discover the importance of continually making new villages with Dee and training the residents to maintain sufficient food supply levels of 500 or above at all times.

TIP: To guarantee the soon-to-be-city has ample power, I have Randy move to the nuclear plant, where he boosts the uranium to 20.

The town becomes a city, and I send Billy (Local Culture, Negotiation) to the church, college, and hospital to upgrade each facility to its maximum. Randy (Industrial) does the same at the recreation facility. Dee is standing by at the sawmill to import more wood, if needed.

Not only does the city's happiness generate extra EMUs, but it also provides me with skilled labor that I can convert into even more money by establishing an oil exporting industry. I need four skilled laborers for an oil rig, and once the city provides me with the four, I begin to con-



Agent Billy Tell here
Billy Tell is doing nothing
Health care is good

Figure 18-04. The population becomes unhappy unless the facilities are constantly upgraded as the city grows.

struct the rig. The 2-D map shows me where the oil is located, and I order Randy to build the rig in an area that is both oil-rich and in close proximity to a potential location for an oil pumping station site. Before he leaves the newly constructed rig, he changes the order to Drill Double and builds the corresponding pumping station along a deep-water portion of the coastline.

Dee imports another 2,000 units of wood, preparing for the large amount of construction still remaining. Another town is constructed to the west of Agent Headquarters, using the same steps as the first town: Randy builds the town, Billy imports 50 more heavy machinery, Randy builds a nuclear plant nearby, and Emma and Dee make their rounds through the villages, splitting and training the villagers to maximize food production. This process is repeated three more times, with towns being constructed in flat, open areas. Wind or nuclear power plants are attached to the new towns and are upgraded to at least level 10. One of each facility is constructed in each town.

TIP: Training the villages gives a boosts to food production, but production really picks up when the villages split a few times and are then trained.

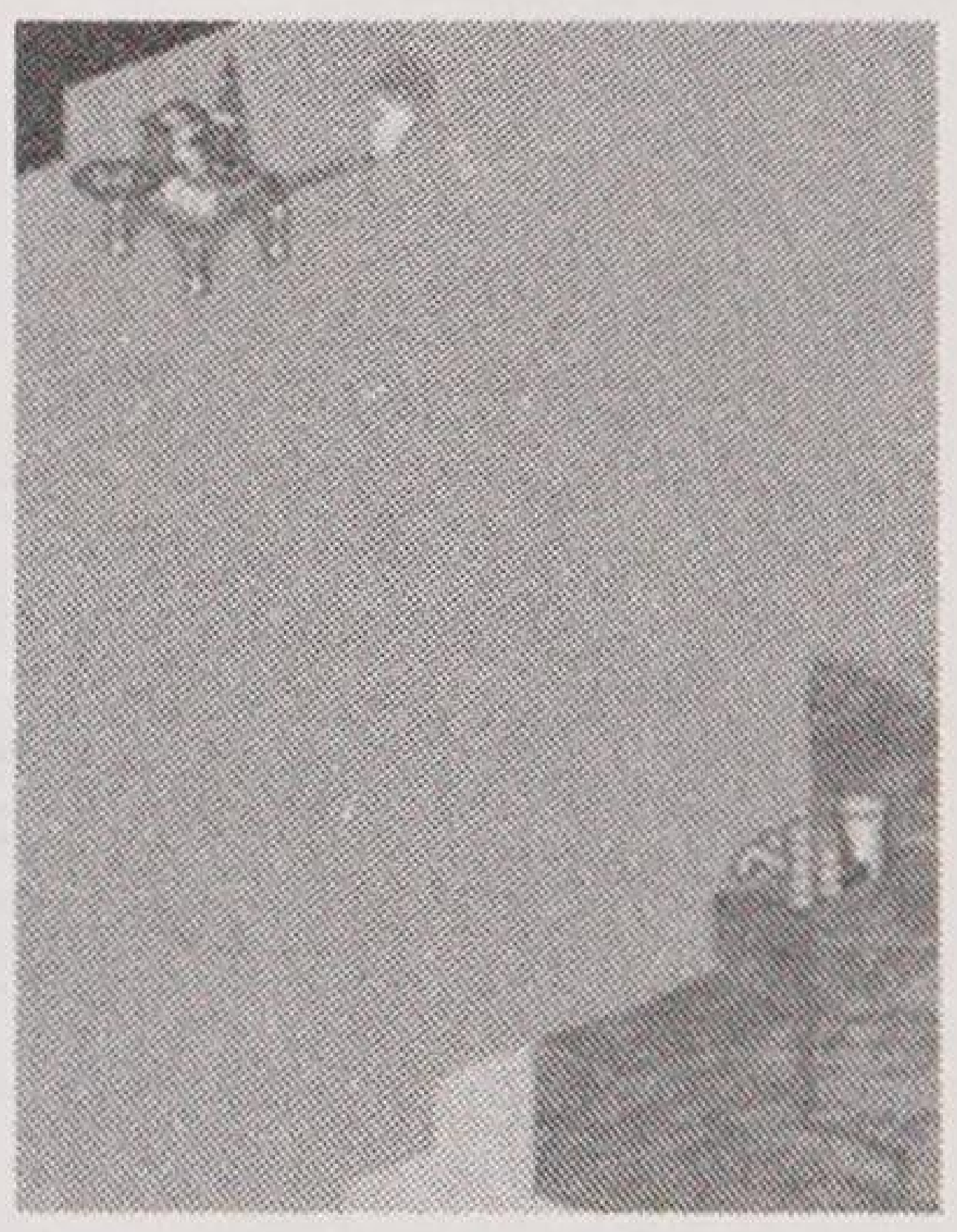
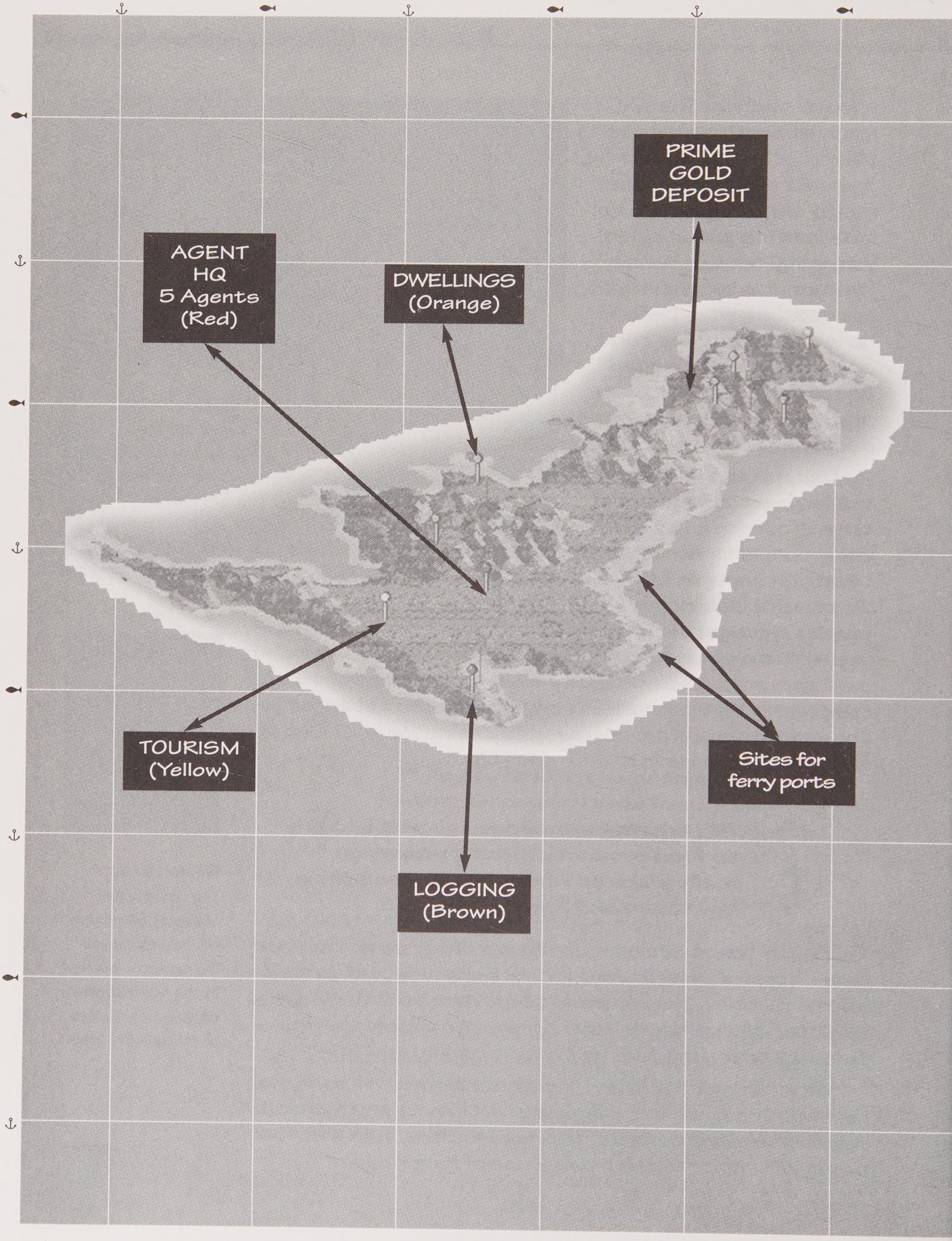
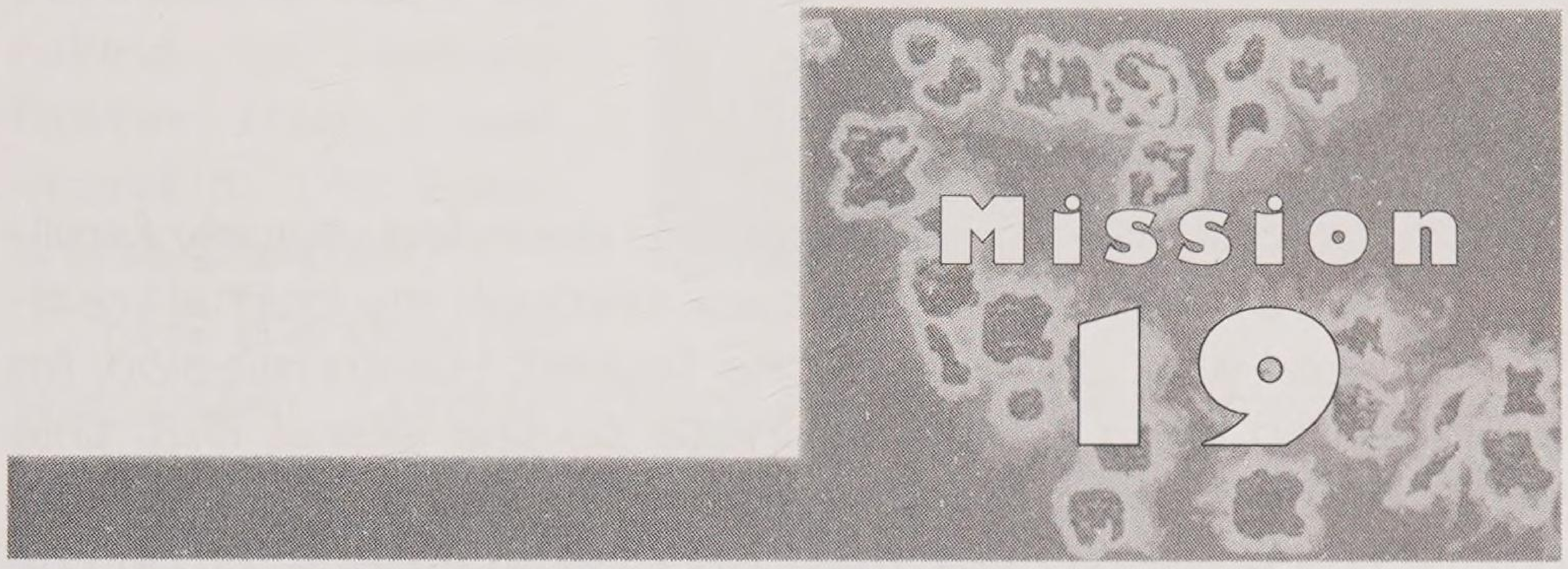


Figure 18-05. The construction of a small oil industry will help to counter the expenses incurred by the nearly constant construction needed to maintain five cities.

As the towns blossom into cities, Billy goes to the hospitals, colleges, and churches, while Randy visits the recreational facilities. They upgrade all facilities to Superb quality. After all five towns have grown into cities, the focus switches to making sure each city is happy.

With this accomplished, I have completed the scenario, relying primarily on income generated from a small tourist industry and the export of mining resources, but I also had to pay attention to the cities' levels of happiness.


PRIME GOLD DEPOSIT
AGENT HQ 5 Agents (Red)
DWELLINGS (Orange)
TOURISM (Yellow)
Sites for ferry ports
LOGGING (Brown)



Mission 19

Up for Sale: How Do We Do It? Volume!

Mission Briefing

This is the last of the tourist-trap islands. You must make 250,000 EMUs from tourism by making sure that at least 5,000 tourists visit the island within 11 years. You also have to make sure there's absolutely no industry anywhere on the island.

DÈjA vu! This island's scenario sounded vaguely familiar, and after reading back through my journal I realized why. Just as in the Tourist Haven mission, I'm called on to bring 5,000 tourists to the island. But this time there's a twist. I also have to squeeze 250,000 EMUs out of them—and I can't have ANY private industry on the island. To top it off, this island's deep jungles and towering mountains can make construction tricky. Fortunately, I've got 11 years to work with; I think I'm going to need every last day of them.

For starters, I order Bob (Construction) to build two ferry ports at the north end of the island: one on the tip of a peninsula and the other to its west, leaving room for several tourist accommodations along the beach between the two.

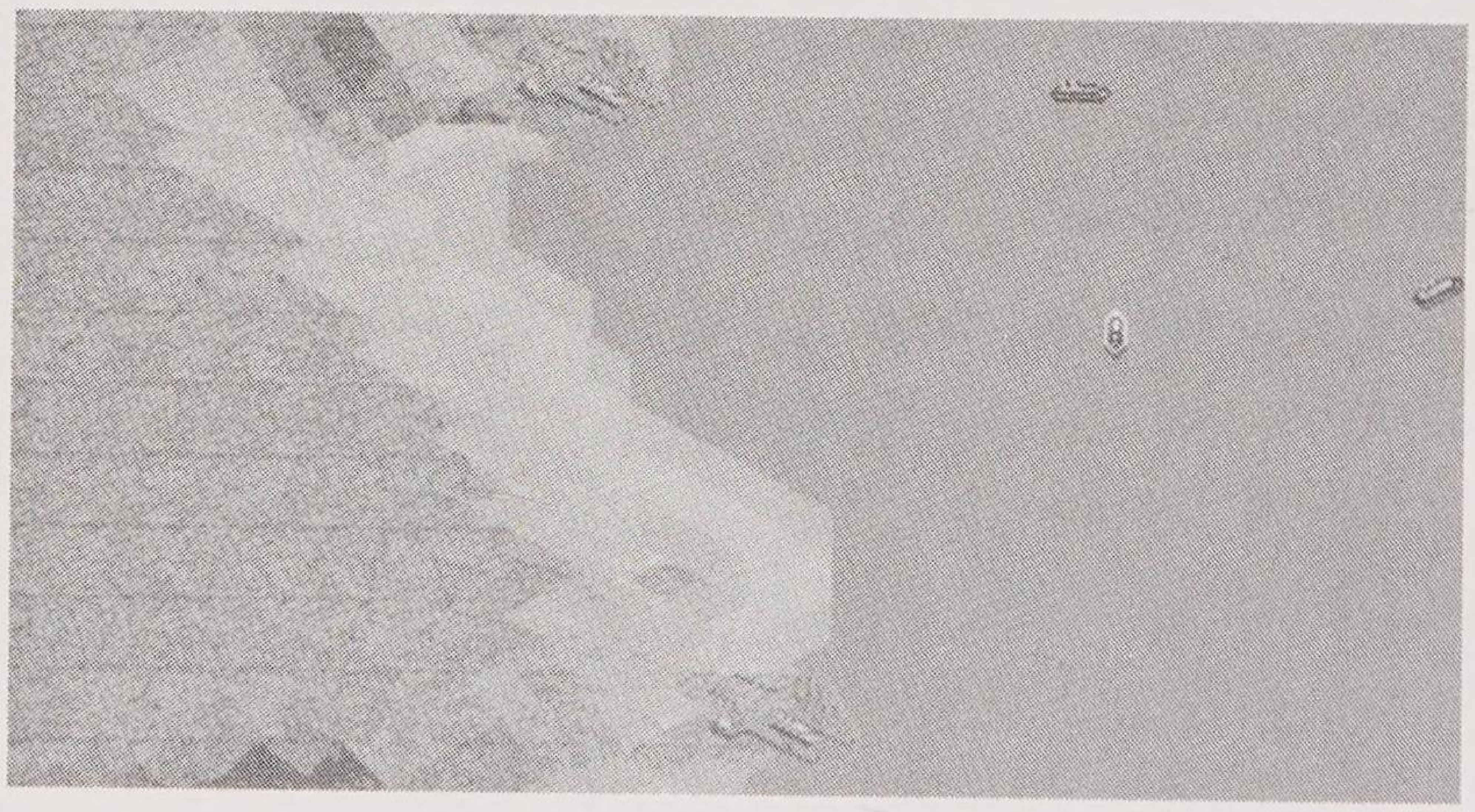


Figure 19-01. Two ferry ports that will bring boatloads of people to the island are the key to getting the tourist industry rolling.

The Mission Briefing specifically states that I cannot have industries anywhere on the island; this means no manufacturing plants, heavy industry, and the like. Sawmills are allowed, though, which is very fortunate since the amount of construction ahead of me will require plenty of building materials. Bob constructs a sawmill, placing it discreetly inland but still near the two ferry ports for access to transportation.

Dee (Negotiation, Employment) has made his way to the new sawmill, where he switches the distribution from Export to Internal Use. Then he begins the process of importing other materials, because I decided it will be less time consuming simply to import the building materials I need when I need them. If all goes as planned, I'll soon be raking in money faster than I can spend it. (At least that's the plan.)

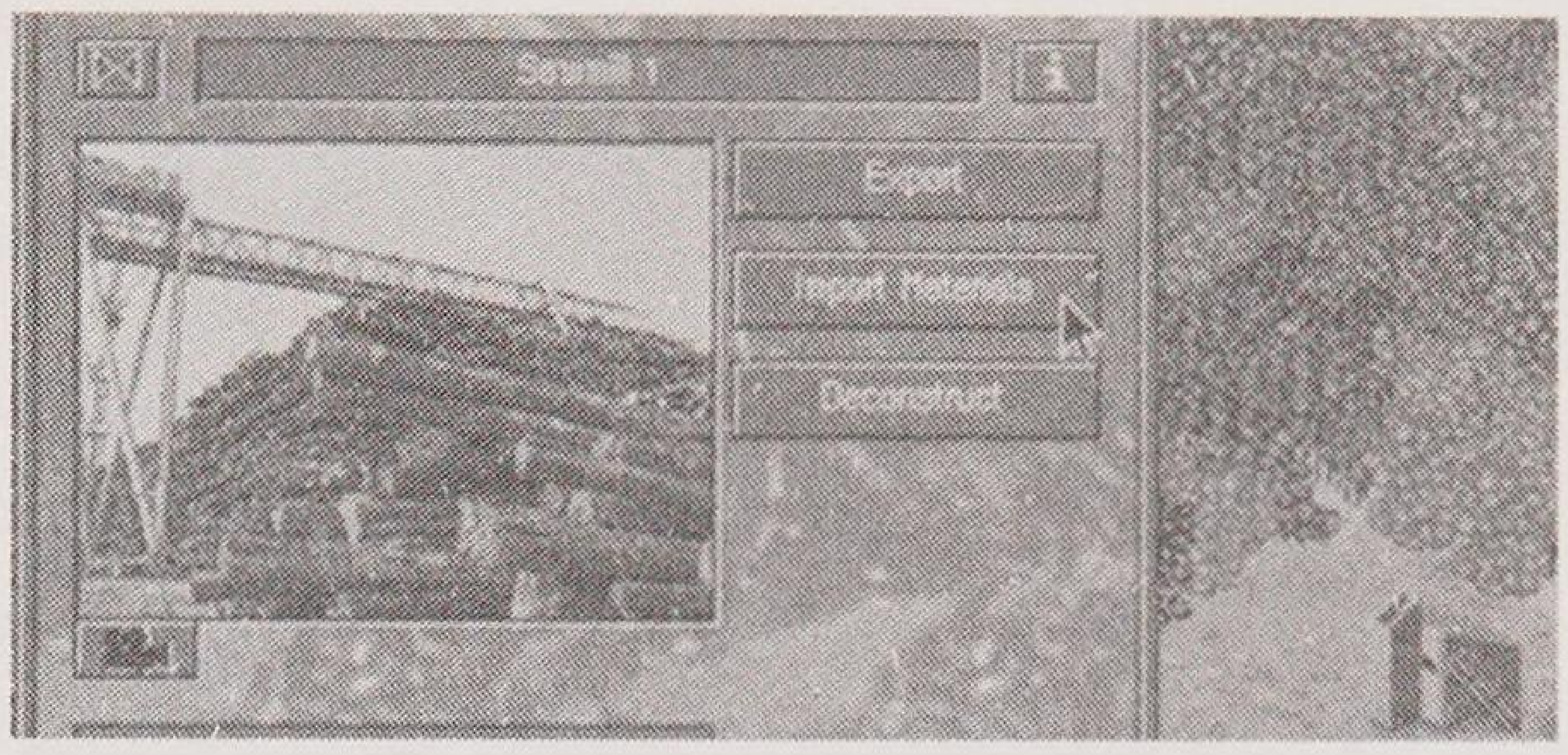


Figure 19-02. It's easier for Dee to import wood at 500 or 1,000-unit intervals than to bother with logging camps and the recruitment of unskilled labor.

Now it's time for the other Construction agents, Mike (Negotiation, Construction) and Morv (Fauna & Zoology, Construction), to earn their pay and help Bob build a total of four tourist accommodations between the two ferry ports. They have to be built on the shore for each one to have its own beach access. Dee will need to import wood, if he hasn't already.

TIP: I consider firing some of the Construction agents, but having three with the same valuable skill enables me to build and improve multiple sites simultaneously. I also discover an advantageous trick: In the time it takes one of the Construction agents to expand a hotel, Dee can import two rounds of wood. Therefore, my Construction agents should never have to sit around and wait on Dee to import wood.

CAUTION: It is crucial, however, that I pay attention to my money supply when using this time-saver. With Bob and Morv expanding and Dee importing, the ol' bank account can take a big hit in a very short amount of time.

I scope out the 2-D map of the island and notice that there's gold in them thar hills! And I've got enough heavy machinery and unskilled labor to establish a mine easily. Once Bob builds the gold mine over the rich deposit, I'll have a steady source of supplemental income that should keep me afloat while I outlay cash to establish the tourism industry.

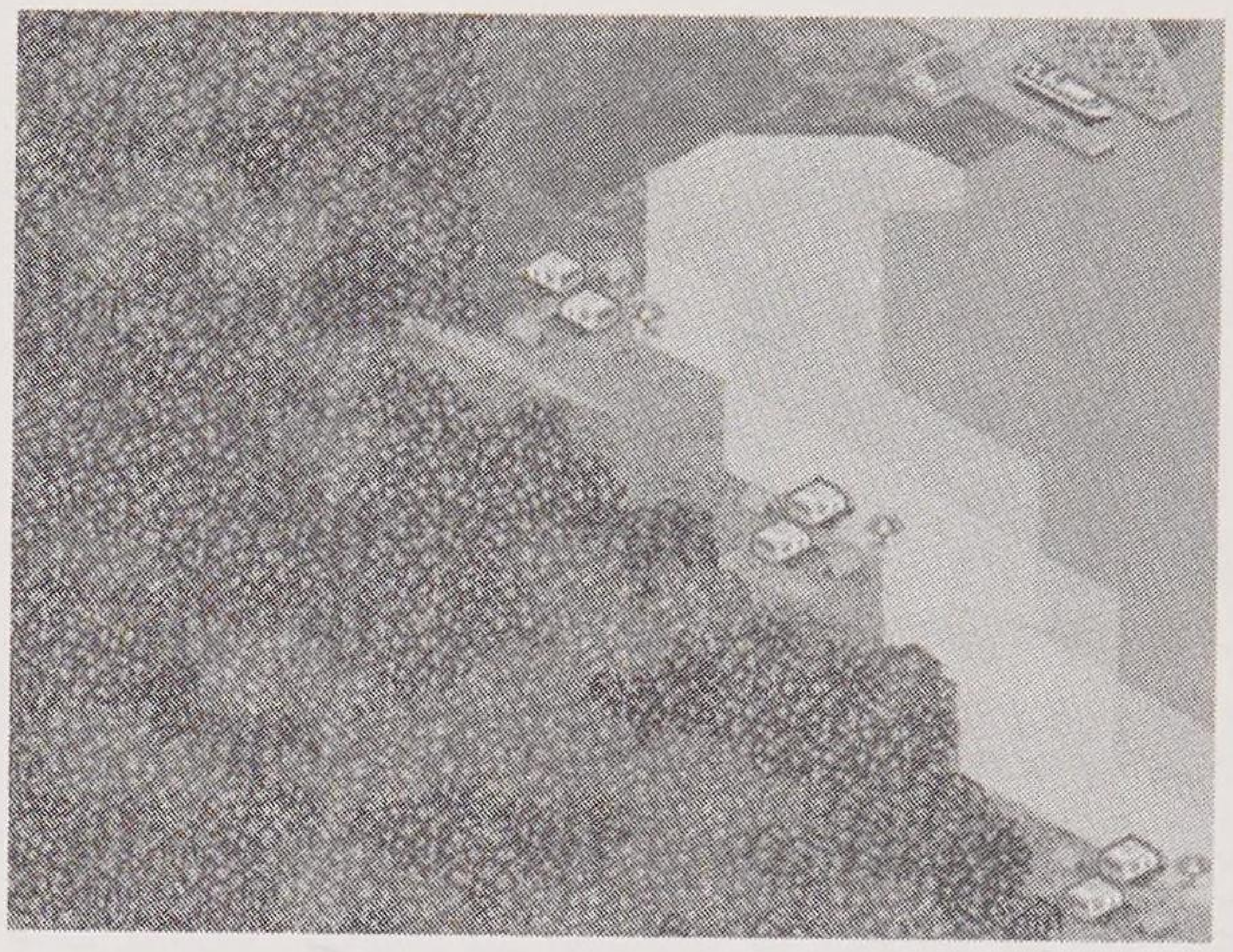


Figure 19-03. The construction of four accommodations along the coastline between the two ferry ports will provide ample tourist space—for now.

The tourists start to arrive at the ferry ports, and accommodations are filling up. Using the Construction agents, I expand the accommodations to motels and hotels to make room for the influx of tourists. Billy (Local Culture, Negotiation) steadily improves the quality of each of the accommodations to ensure that the tourists are pleased. The most pressing need, however, is providing room for tourists waiting at the ferry port.

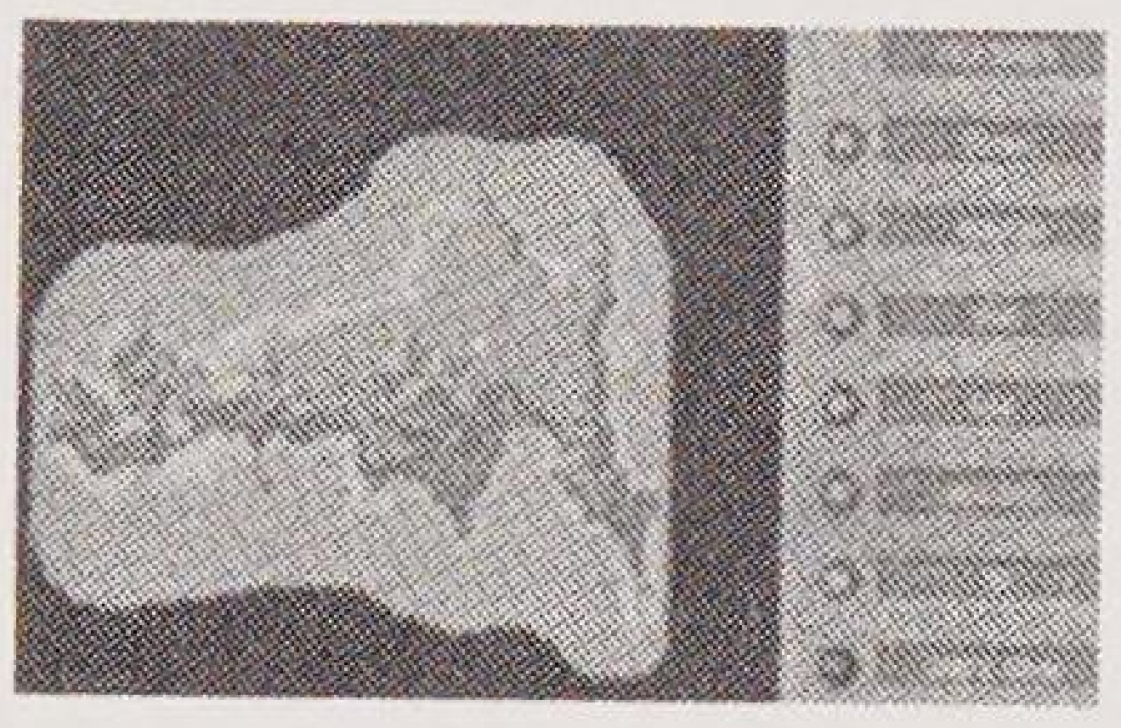
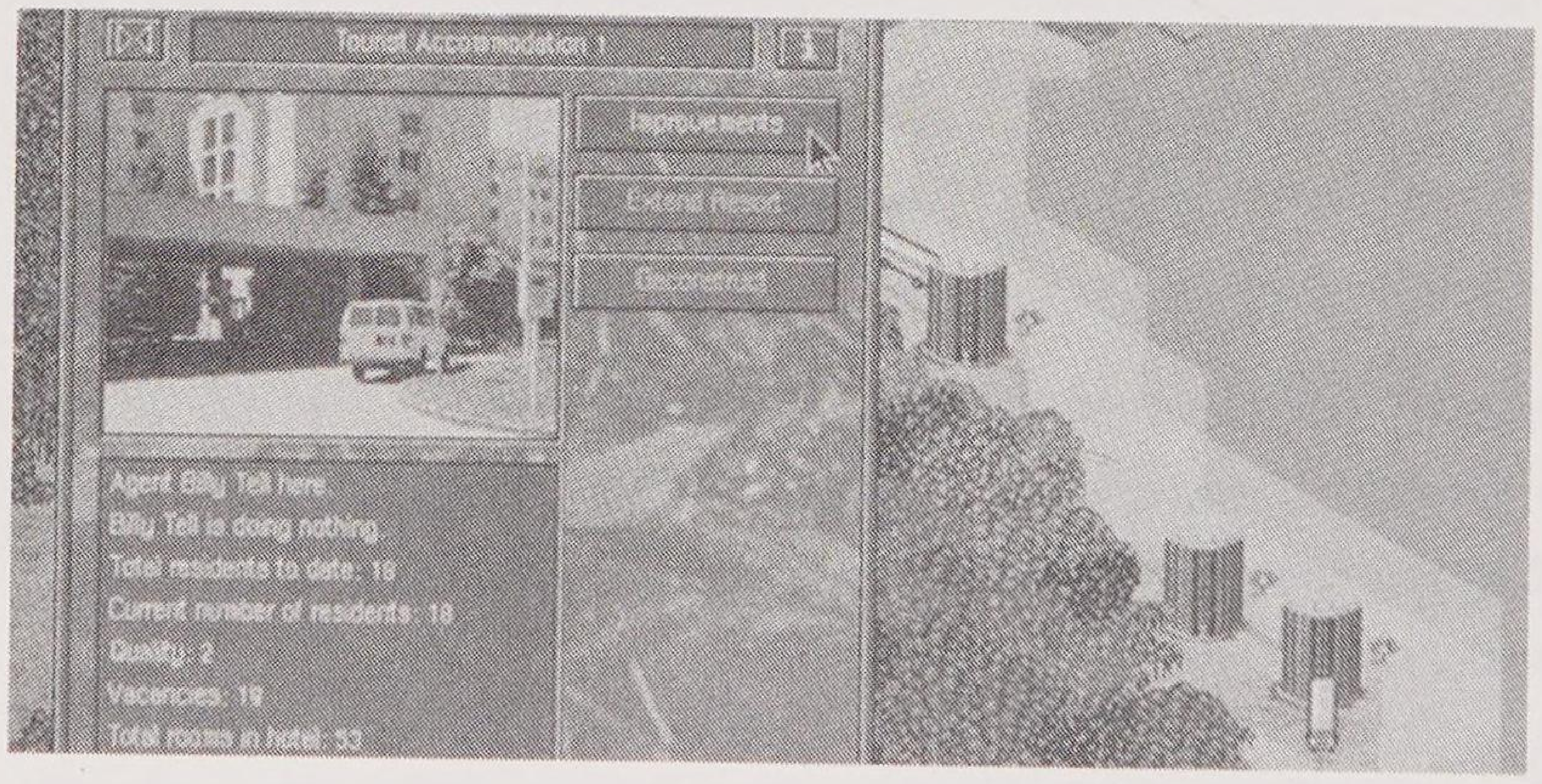


Figure 19-04. A quick look at the 2-D map reveals gold resources that can be sold for profit.

NOTE: Tourists don't count toward the 5,000 goal until they are in a room; waiting at the ferry port doesn't quite cut it.

The beach resorts are a fantastic way to draw tourists, but as they currently stand they are pretty bland. To rectify this, I do a little recruiting back at Agent Headquarters, hiring Emma (Local Ecology). She works with Billy to increase the excitement at each resort. Bob, or another Construction agent, can then expand the capacity of the attraction.



Agent Billy Tell here.
Billy Tell is doing nothing.
Total residents to date: 18
Current number of residents: 18
Quality: 2
Vacancies: 19
Total rooms in hotel: 53

Figure 19-05. Billy's local culture skills are used to improve the quality of hotels, increasing tourist satisfaction and decreasing the chance of vacancies.

Between the gold mine and the tourism industry I'm pulling in a pretty good chunk of change. On the other hand, I'm spending so much to expand and upgrade that I'm not really increasing my profits. In fact, I'm having to halt construction temporarily when my EMU supply dips to less than 2,000. Thankfully, this island has very few expenses, so when I'm not paying for maintenance, my only expenditures come from agent salaries and transportation costs.

TIP: By sitting back for a month or so, I can let the tourists and gold export fill my pockets before I spend more money on the tourism industry.

Expansion and improvements on the accommodations and attractions continue as money allows. The ferry ports keep coming, so the first priority is to expand the accommodations. Next, I concentrate on improving the quality of the hotels, increasing the excitement of the attractions and expanding the attraction capacities. If the hotels don't reach capacity, I'll build another ferry port nearby. Once the tourists from that port begin to fill in the vacancies, I'll add a fifth accommodation, which I also will expand and improve.

Finally, a point has been reached where the tourism industry is making a large amount of money each month. With four large hotels and two ferry ports, I am within view of the mission finish line, and achieving the goal of 250,000 EMUs is not much of a problem in this scenario. The construction of a gold mine to stabilize the island's income and the multiple simultaneous actions by the agents are two factors that have helped tremendously. The hard part is drawing the required 5,000 tourists. But, with constant attention to the demands of the tourists and a lot of expansion, I'm outta here!

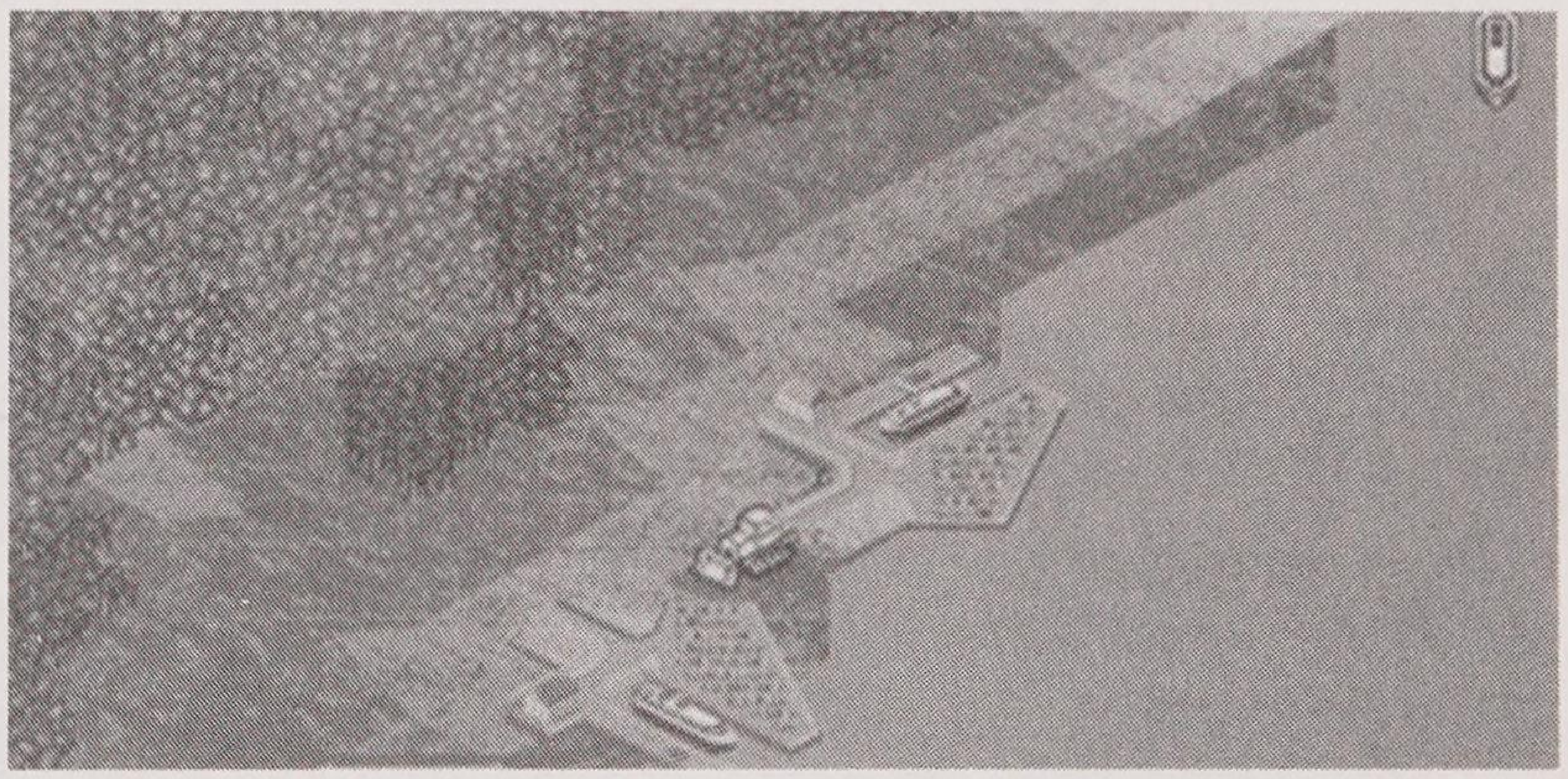
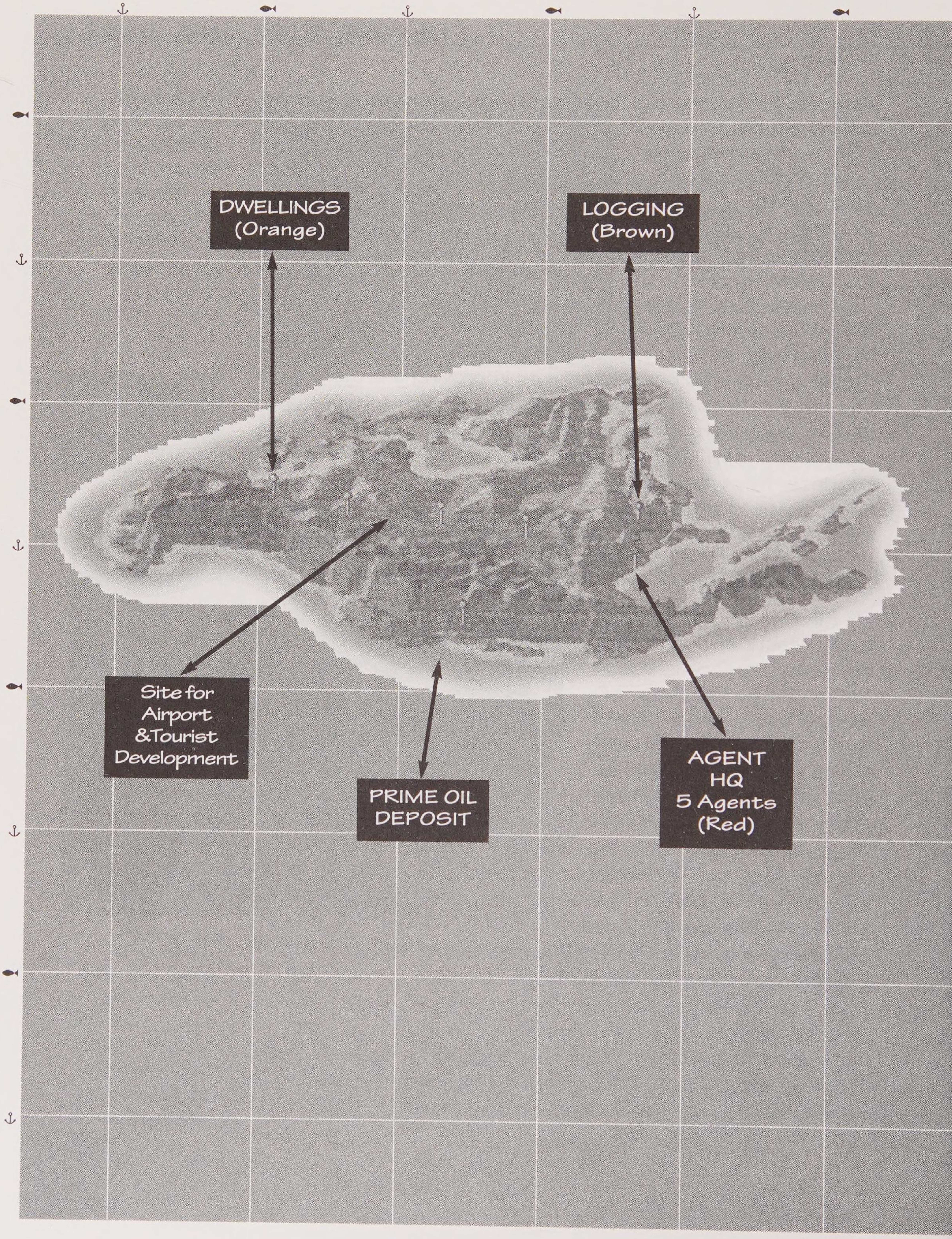
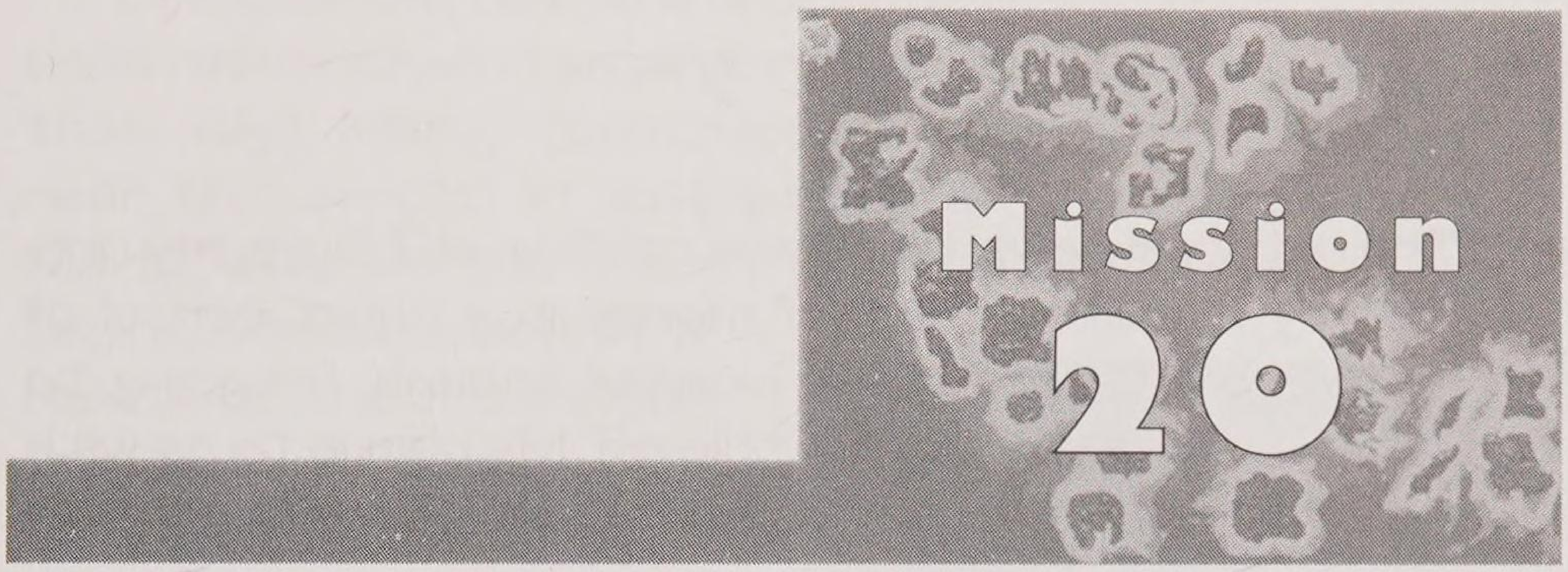


Figure 19-06.
If the hotels begin to empty a bit, an additional ferry port or airport will have the tourists coming back in no time.


DWELLINGS
(Orange)
LOGGING
(Brown)
Site for
Airport
&Tourist
Development
PRIME OIL
DEPOSIT
AGENT
HQ
5 Agents
(Red)



Mission 20

Them Good Ol' Boys: Greed Is Better Than Good!

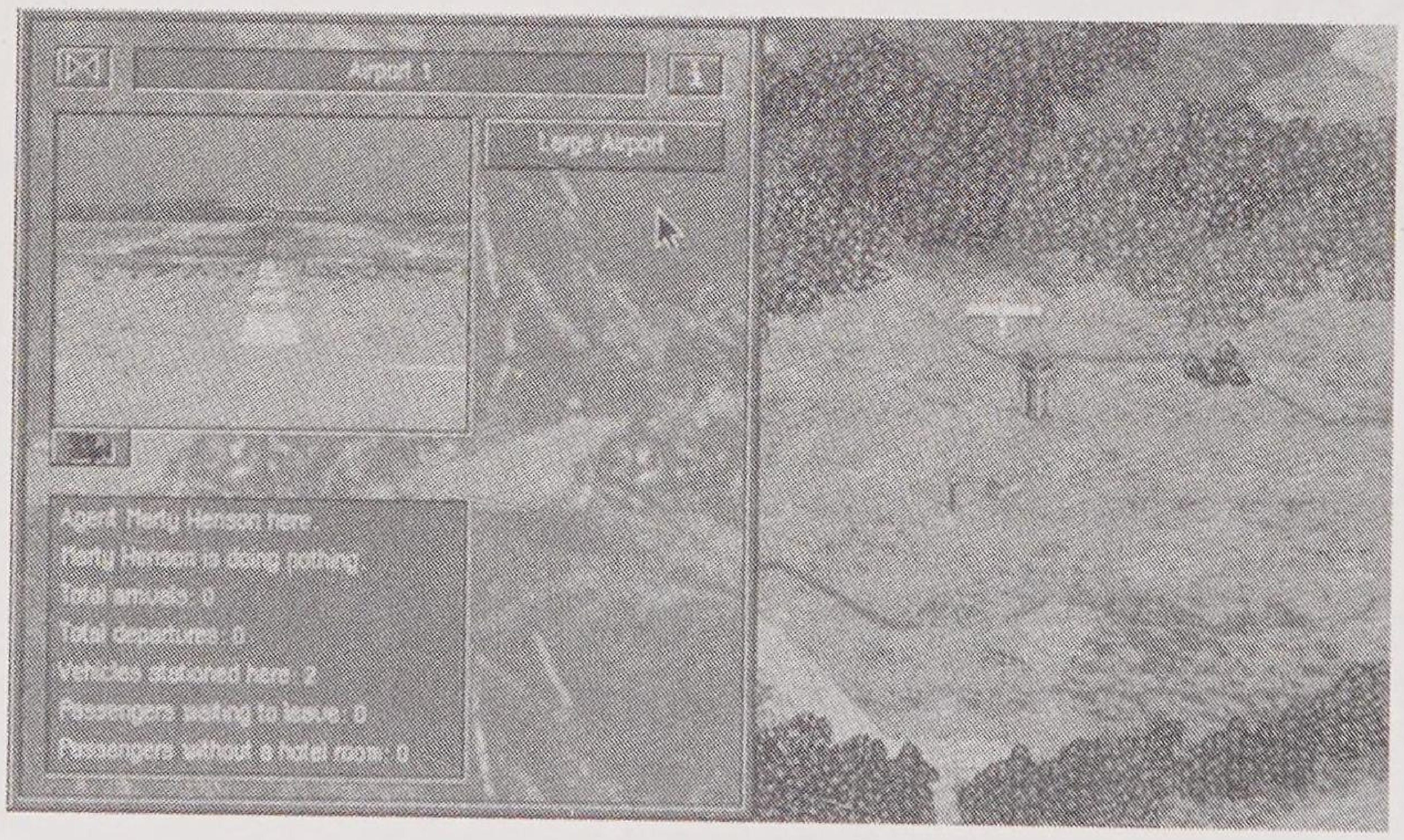
Mission Briefing

Your purpose on this island simply is to make money. Earn 150,000 EMUs in any single year, without worrying about all those awkward little details like pollution, the happiness of the locals, or the opinion of the rest of the world—just take what you can, as quickly as you can. You have 13 years to achieve this.

The old good news, bad news routine, eh? Sure, my only worry is making a lot of money in a short period of time, but that has me worried enough. I'm going to need one heck of a year to pull this off. My plan is to go with a combination of tourism and oil, and see where that gets me in the long run.

My first goal is to straighten out the agent situation. I fire Iain McNeil (Local Ecology, Fauna & Zoology), Sandra (Flora & Forestry), and Andy (Local Culture, Criminal Contacts, Fauna & Zoology), whose skills are either useless or redundant here. By hiring Marty (Construction), Rick (Exploration, Flora & Forestry), and Billy (Negotiation, Local Culture) I can have a practical fivesome comprising the necessary skills for the tourism and oil production that lie ahead.

But first Paul (Employment) trains Rick to 90 percent to increase his odds of finding scattered goodies. And because I'm going to concentrate heavily on the tourism industry, Paul trains Marty to 77 percent. This gives Marty the skills necessary to construct a large airport.



Agent Marty Henson here.
Marty Henson is doing nothing.
Total arrivals: 0
Total departures: 0
Vehicles stationed here: 2
Passengers waiting to leave: 0
Passengers without a hotel room: 0

Figure 20-01. Marty wastes no time using his agent training to upgrade the small airport to a larger tourist magnet.

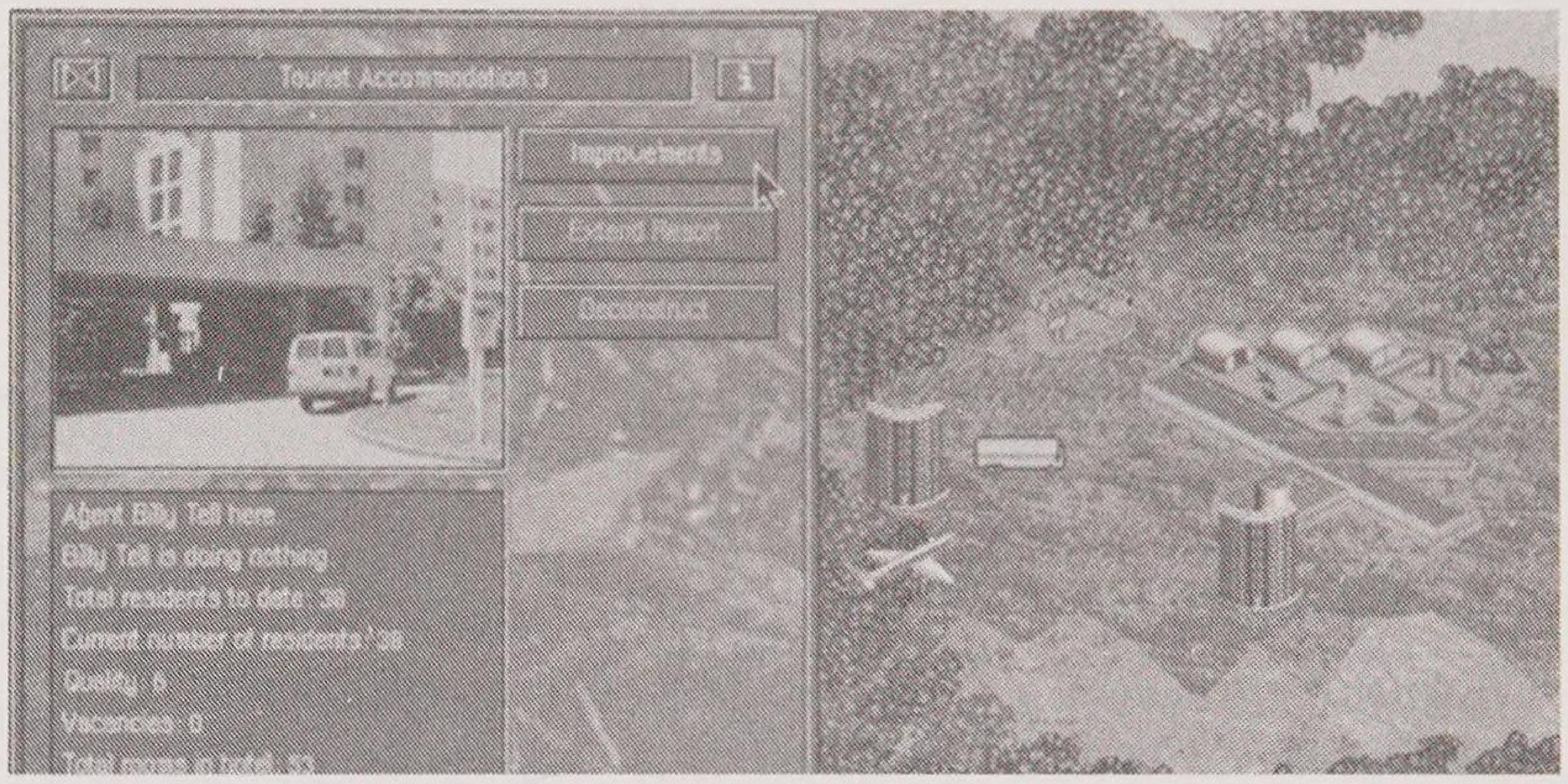
There's a sizable clearing north of Agent Headquarters toward the middle of the island, and once Marty is finished placing the airport there, he immediately expands it to a large one.

NOTE: There has to be sufficient flat land surrounding a small airport, or it will not be permitted to expand into a larger version. This fact

makes building large airports particularly tricky on this island.

Because the tourists undoubtedly will prefer to sleep in beds rather than in an airport terminal (tourists are funny that way), Marty constructs a tourist accommodation near the airport. In anticipation of the impending rush, Marty extends the accommodation to 53 rooms. As he begins construction of a replica of the first close to the airport, Billy upgrades the quality of the first hotel to 10 before doing the same to the second.

Now that full flights are rolling in, the rooms begin filling up fast. Tourists will eventually arrive faster than I can build new rooms, so I intend to stay ahead of the rush as long as possible. Marty has constructed a sawmill in a remote location, and Billy is currently there importing 1,000 units of wood. This wood will be used for the construction of two more hotels near the airport, each with a capacity of 53.



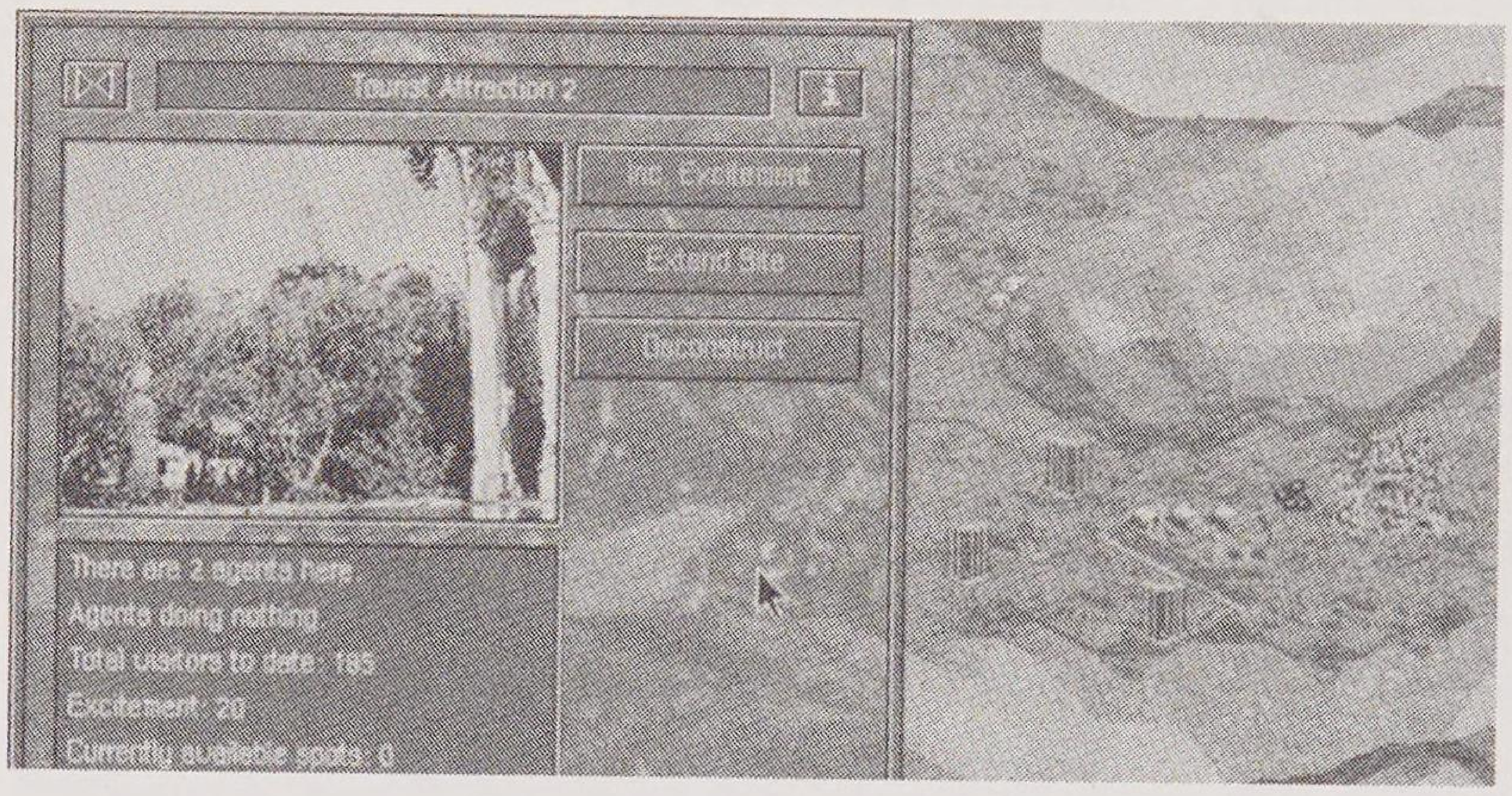
Agent Billy Tell here
Billy Tell is doing nothing
Total residents to date: 38
Current number of residents: 38
Quality: 6
Vacancies: 0
Total rooms in hotel: 53

Figure 20-02. While the tourists appreciate having a roof over their heads, they really get excited when the hotels are upgraded to higher quality standards.

TIP: When money is not a problem, I prefer to forego logging camps and simply import the building materials I need from the sawmill. Importing 1,000 or 2,000 units at once saves time.

With four hotels, I decide to provide entertainment beyond the current aimless walks through the rainforest. In a small clearing near the hotels, Marty builds a tourist attraction and expands it until it's no longer full. Billy imports more wood at the sawmill as needed before joining Emma at the attraction. They combine talents to boost the excitement to 10.

New tourists are still touching down every few days, so Marty builds a fifth hotel and expands it to 53 rooms. If demand continues to be extremely high, I'm prepared to build one or two more hotels. As it stands now, however, I'm content with five and ready to move on the second half of my plan-oil (crude, black gold, Texas tea...).



There are 2 agents here.
Agents doing nothing
Total visitors to date: 185
Excitement: 20
Currently available spots: 0

Figure 20-03. A tourist attraction with high excitement is a valuable means of drawing interest (and tourists) to the island.

According to the 2-D map, there's oil all around this island. I've been given 10 skilled laborers, but I have no heavy machinery needed for the rigs. To solve this, I move Marty to a distant clearing where he constructs a heavy industry plant. Once this is completed, Paul (Industrial, Employment) moves in, and switches production to Machinery. Next, Billy brings his negotiating skills to the plant to Buy Product three times. The ensuing stockpile of 30 heavy machinery units provides for the construction of three oil rigs with enough units remaining for an iron ore or gold mine.

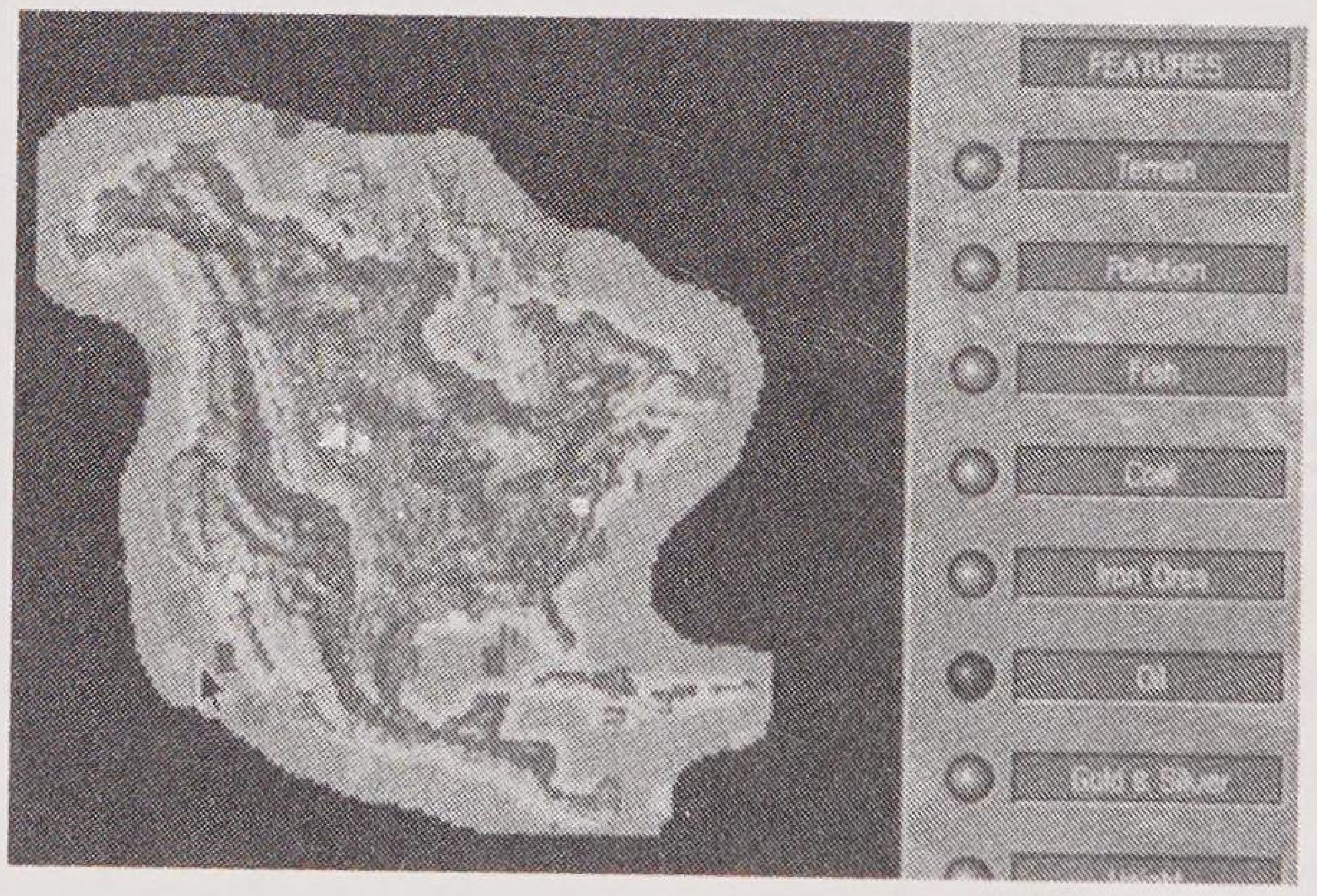


Figure 20-04. The color-coded 2-D map shows me exactly where the richest deposits of oil are located around the island.

The 2-D map shows three rich, conveniently located oil deposits. Marty constructs rigs in two of these locations, along with oil pumping stations along the shoreline nearest to each respective rig. Then Paul and Billy visit the two constructed rigs and fire one worker from each.

TIP: These two extra skilled laborers, in addition to the two already available, enable Marty to begin construction on the third rig (and pumping station) in the remaining location.

To make the most from this operation, Paul travels to each rig and switches the orders to Drill Double, while Marty constructs one new tanker at each of the southern rigs.

Turning my attention back to the tourist activity, I notice a few vacancies. Should this problem become severe, I'll have Marty construct another airport nearby to increase the positive flow of people onto my island. Unfortunately, the uneven terrain limits my ability to expand this airport.

With my two industries in place, I feel I'm almost ready to shoot for my goal of 150,000 EMUs in a single calendar year. For added income, I decide to mine iron ore, process it at a steel mill, and export the steel. The 2-D map shows several iron ore deposits, and I set up shop over an orange one located in the southwestern region of the island on the western slope of the mountain range. When Marty completes construction of this mine, Billy switches it to Internal Use and Paul orders the workers to Mine Double. Marty adds a steel mill on the flat, coastal land nearby and the steel operation is under way.

Now it's time to wait for January to roll around. Once it does, I want to avoid all expenses I can during the year. Before the clock starts I may need another airport if there are numerous hotel vacancies, or I may need another hotel if there are tourists without rooms. I deconstruct the idle heavy industry plant before the new year begins and save on labor costs.

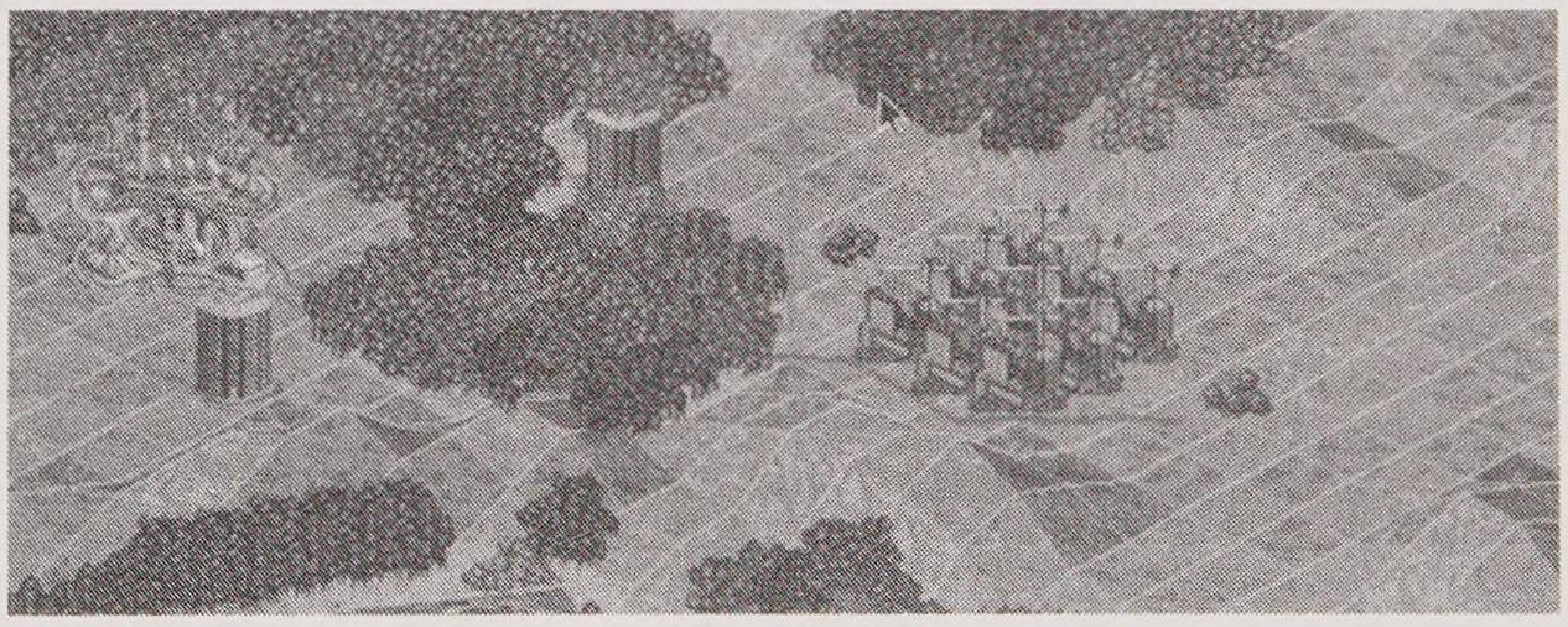
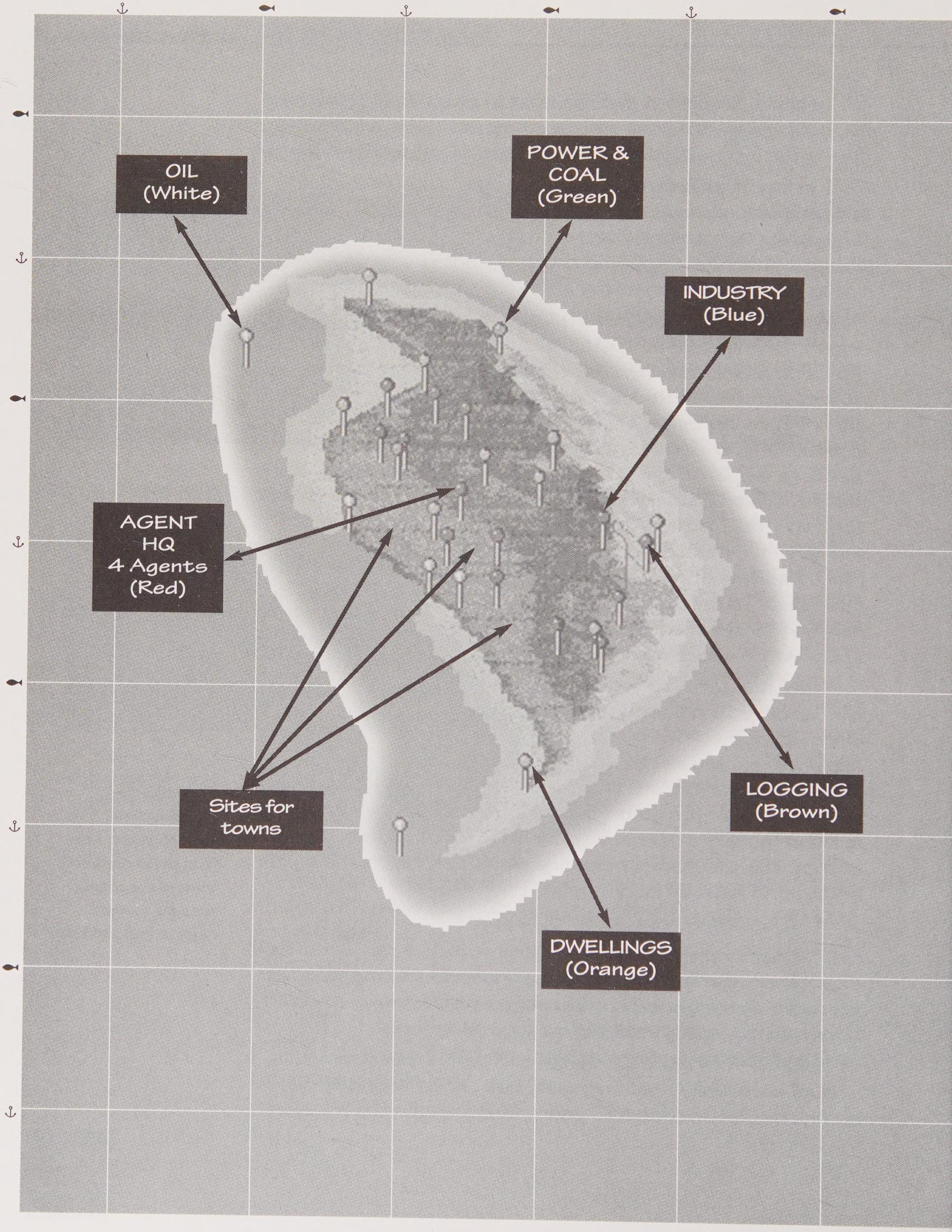


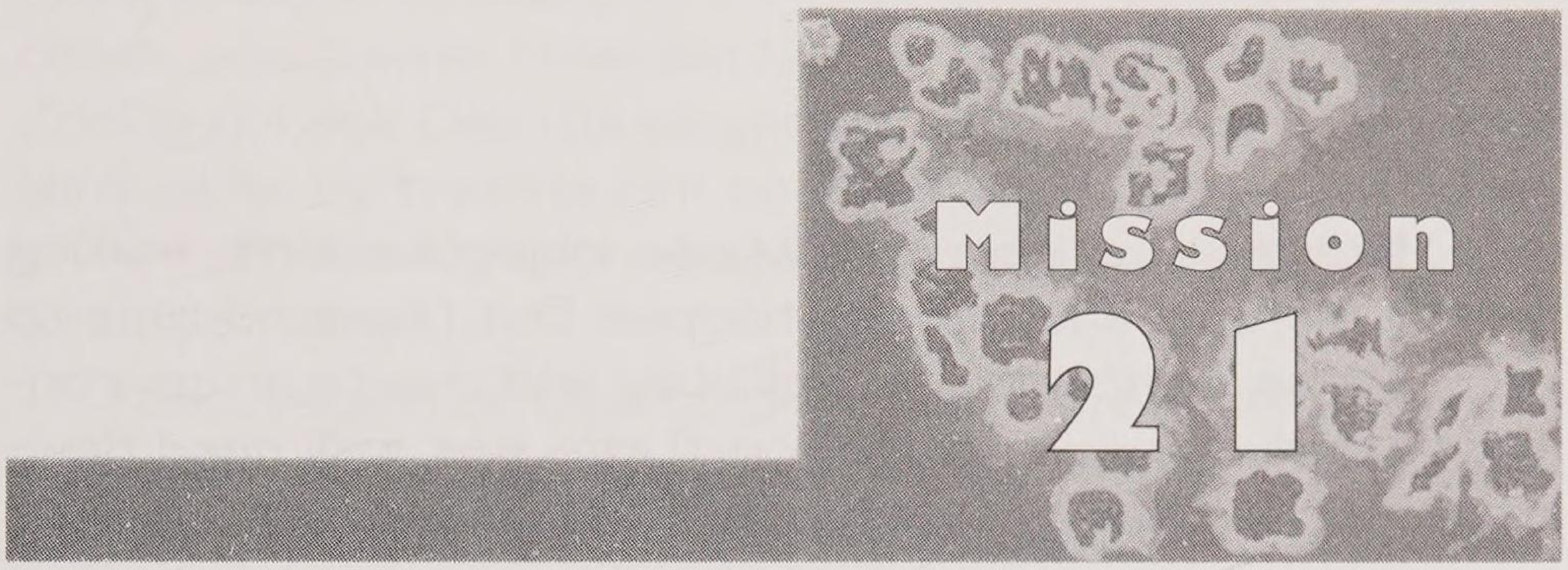
Figure 20-05. The addition of another airport helps fill in the vacancies at some of the hotels once the tourists begin to lose interest.

It's January—here goes nothing.

Rather than just sit back and watch, I can send Rick exploring jungle areas for goodies. He'll make some discoveries and may even bring in a few pots of gold to give a healthy boost to my yearly income.

With a few more pockets of tourist developments, I should eventually reach my goal; but those tourists can be so finicky. But I do have 13 years to complete the mission.


OIL
(White)
POWER &
COAL
(Green)
INDUSTRY
(Blue)
AGENT
HQ
4 Agents
(Red)
Sites for
towns
LOGGING
(Brown)
DWELLINGS
(Orange)



Mission 21

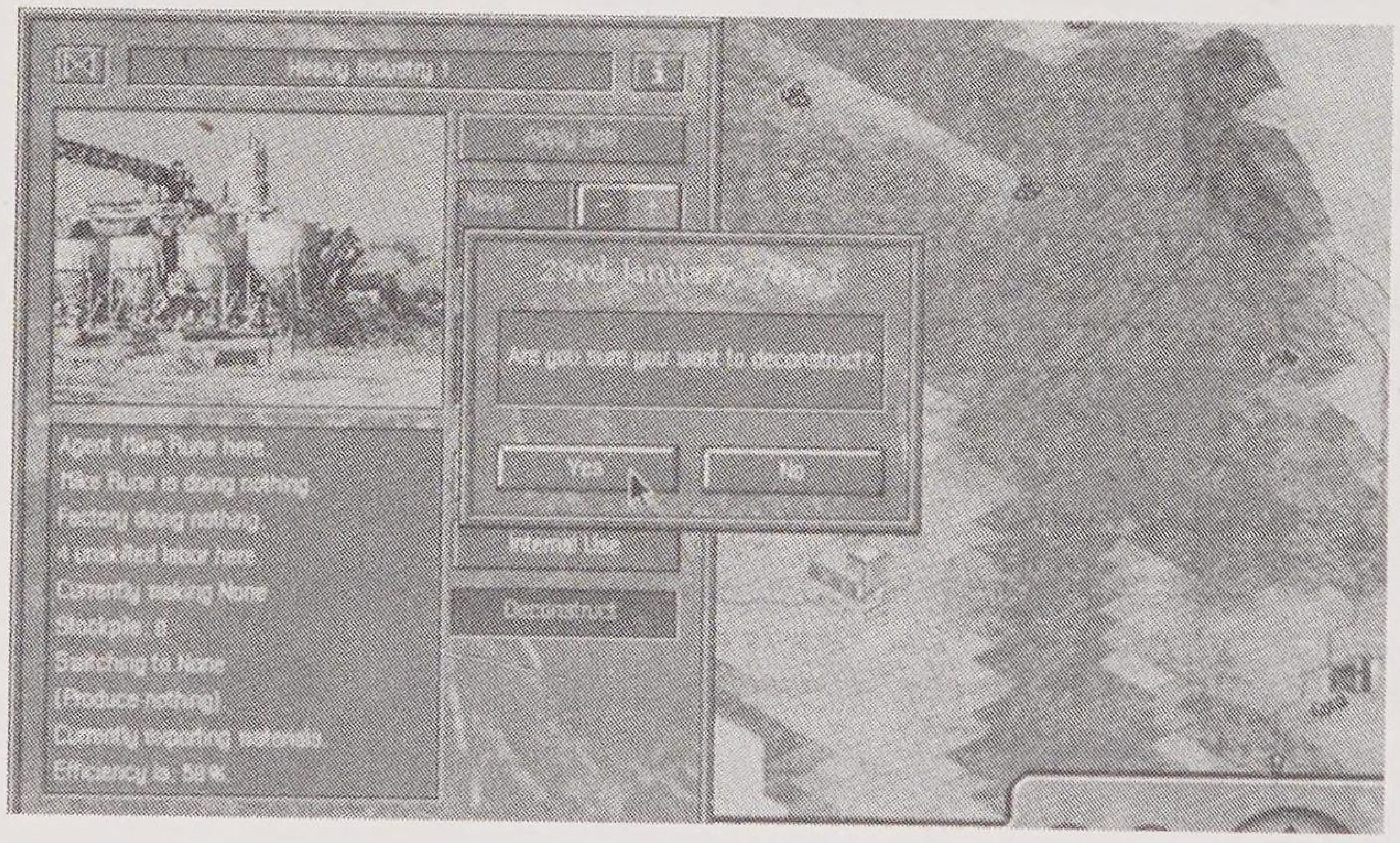
Baby Boom: Go Now and Procreate

Mission Briefing

Instead of mass production, this scenario encourages mass REproduction. Your goal is to populate the island with 150,000 locals within six years. Additionally, these people need to be relatively content, registering a Population Happiness of at least 50 percent.

Hmmm ... a scenario whose objective isn't making money—it's making whoopee. But I have no time to lose, so it's time to get busy and create an environment conducive to procreation. (Let's see, we'll need flowers, bonbons, Barry White records ...)

After switching the game speed to Slow, I send Bob (Industrial, Construction) to each of the industrial facilities (hi-tech, heavy industry, steel mill, chemical, and manufacturing) with orders to Deconstruct. I won't be using any industry in this scenario and want to avoid labor costs.



23rd January, Year 1

Are you sure you want to deconstruct?

Agent: Mike Rune here.
Mike Rune is doing nothing.
Factory doing nothing.
4 unskilled labor here.
Currently making None
Stockpile: 0
Switching to None
(Produce nothing)
Currently importing materials.
Efficiency is: 59%.

Figure 21-01. Deconstructing all industries at the start of the mission saves me money and cuts pollution.

After Bob finishes tearing down the last factory, he ventures to each of my oil rigs. First, he pushes production into the Drill Double mode. Then, he puts his hard hat back on and adds a tanker at each rig. Now that I've secured an income, it's time to start building. But first to ensure we have enough building materials for some construction jobs I'm planning, I send Billy (Negotiation) to each sawmill to switch them all to Internal Use.

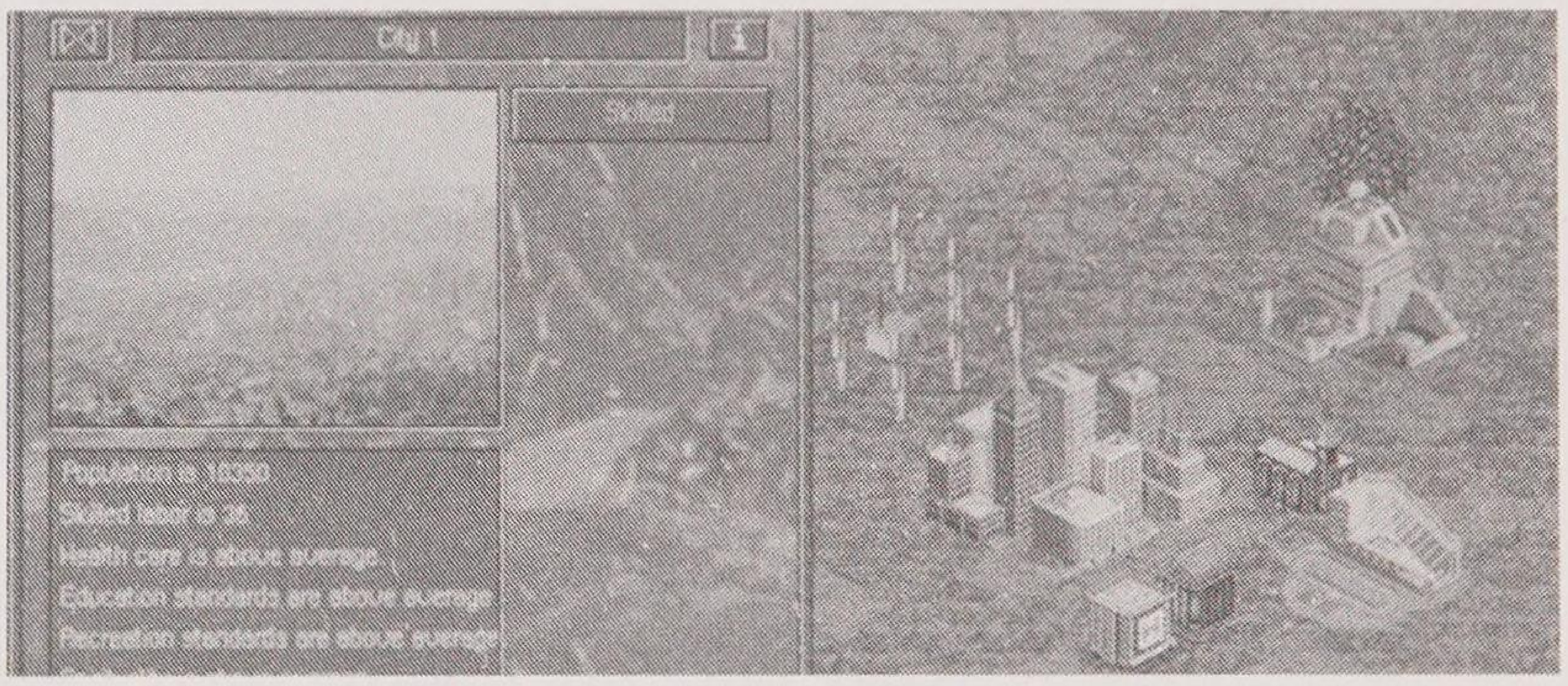
To cheer up my depressed city, Bob builds a hospital, a college, a recreation center, and a place of worship there.

TIP: To keep your cities from running at a loss, make sure all the facilities are Superb. Then, add enough power to bring the happiness to either Above Average, Good, or Very Good. Very Good brings in the most profit for you.

At Agent Headquarters I look for an agent to train the villagers. Villages trained to a high efficiency bring in more food, which in turn allows for population growth in villages, cities, and towns. I hire Iain McNeil (Local Ecology, Fauna & Zoology). I ask Dee (Employment, Negotiation) to sharpen Iain's skills by training him to 90 percent. Iain immediately shows off, visiting each village and batch training the locals (once per village).

Next, I summon Bob to the island's first town where he builds one of each facility (hospital, college, etc.). Bob tidies up the environment by deconstructing the power station, and Billy switches the coal mine to Internal Use.

To fill the wattage void, my other Construction agent, Mike, establishes a wind plant on the outskirts of the city. I instruct Mike to monitor the city's power usage and to add windmills as needed. Soon the isle's stock of building materials is exhausted, requiring Billy to import materials as needed at the sawmill.

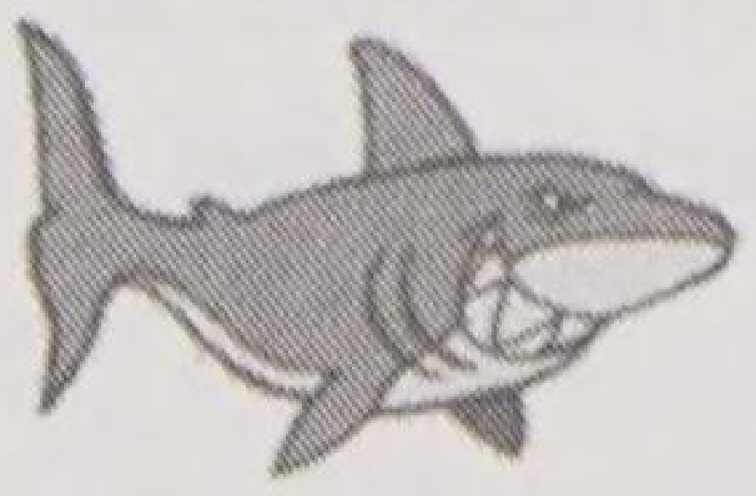


Population is 10350
Skilled labor is 26
Health care is above average.
Education standards are above average
Recreation standards are above average

Figure 21-02. Constantly upgrading facilities is crucial to guarantee maximum happiness and growth.

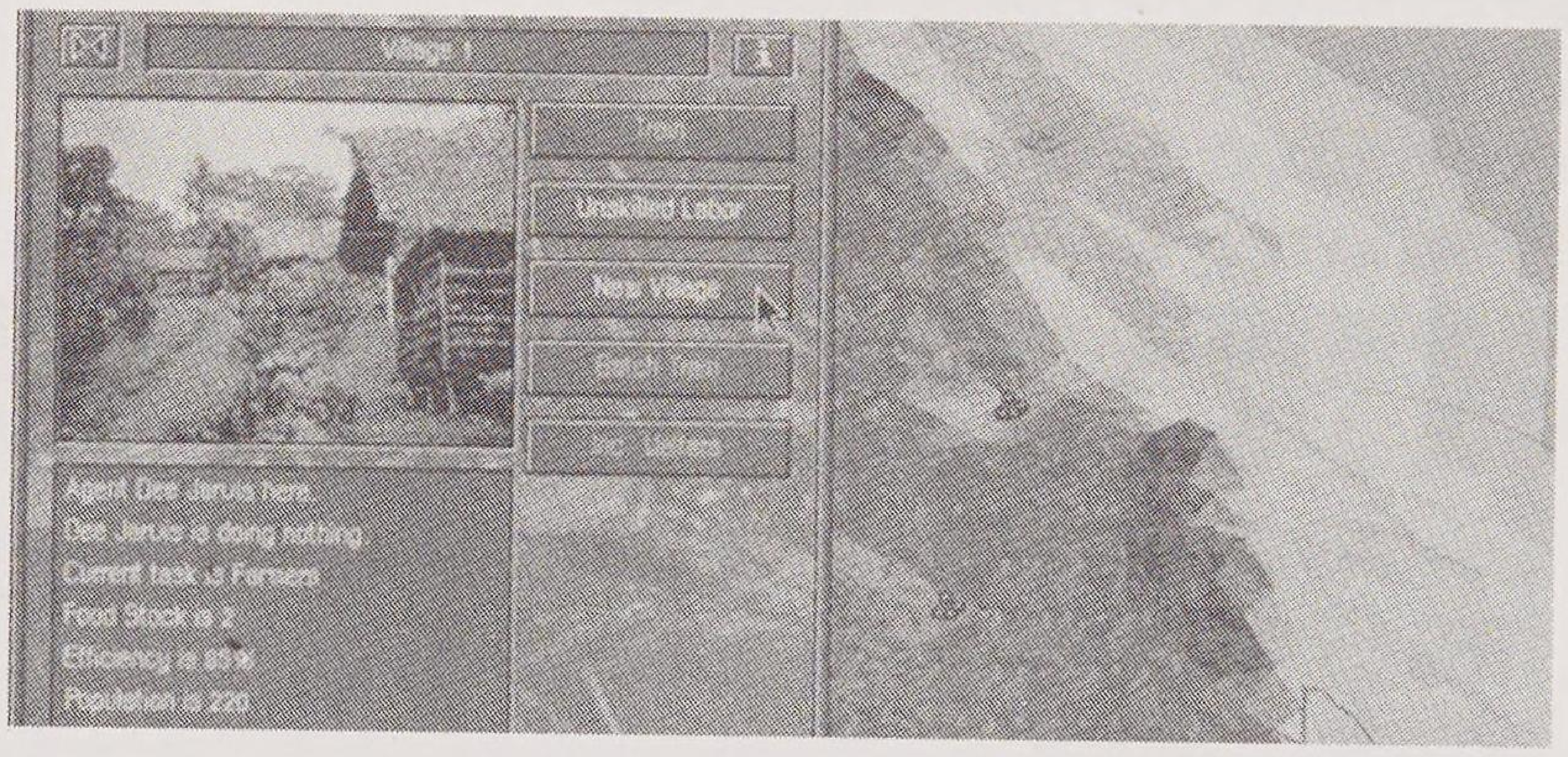
My next move involves putting a new town on the map. So, Billy imports 1,000 units of wood. Bob plunks this new town down between the city and the existing town. Meanwhile, at that existing town, the population is rising. As it tops 7,000, I realize the town will soon be a city with exacting power demands. Sure enough, Mike constructs a wind plant nearby, and as the population hits 10,000 a city is born.

I have Mike upgrade the new city's recreation facilities until they're Superb. Billy's Local Culture skills are needed to upgrade the other three facilities. By now my first city could stand some sprucing up, so each facility is upgraded once and two more windmills are added.



CAUTION: From this point on, periodically check each city and confirm that all facilities are rated Superb and the number of windmills is close to each city's demand.

Each village has grown to 220 residents, which means they're populated enough to be split into two smaller villages. Dee's the agent of choice for this job, and he selects the New Village button at each village he comes to. Iain hits the circuit and batch trains each new village once. After a few villages, I notice—in horror—that I'm running out of EMUs. I instruct Iain to take a few days off and do a little fishing while I wait for my oil export proceeds to arrive. The profits slowly but surely come in, and we resume with the batch training.



Agent Dee Jarvis here.
Dee Jarvis is doing nothing.
Current task is Farmers
Food Stock is 2
Efficiency is [illegible]
Population is 220

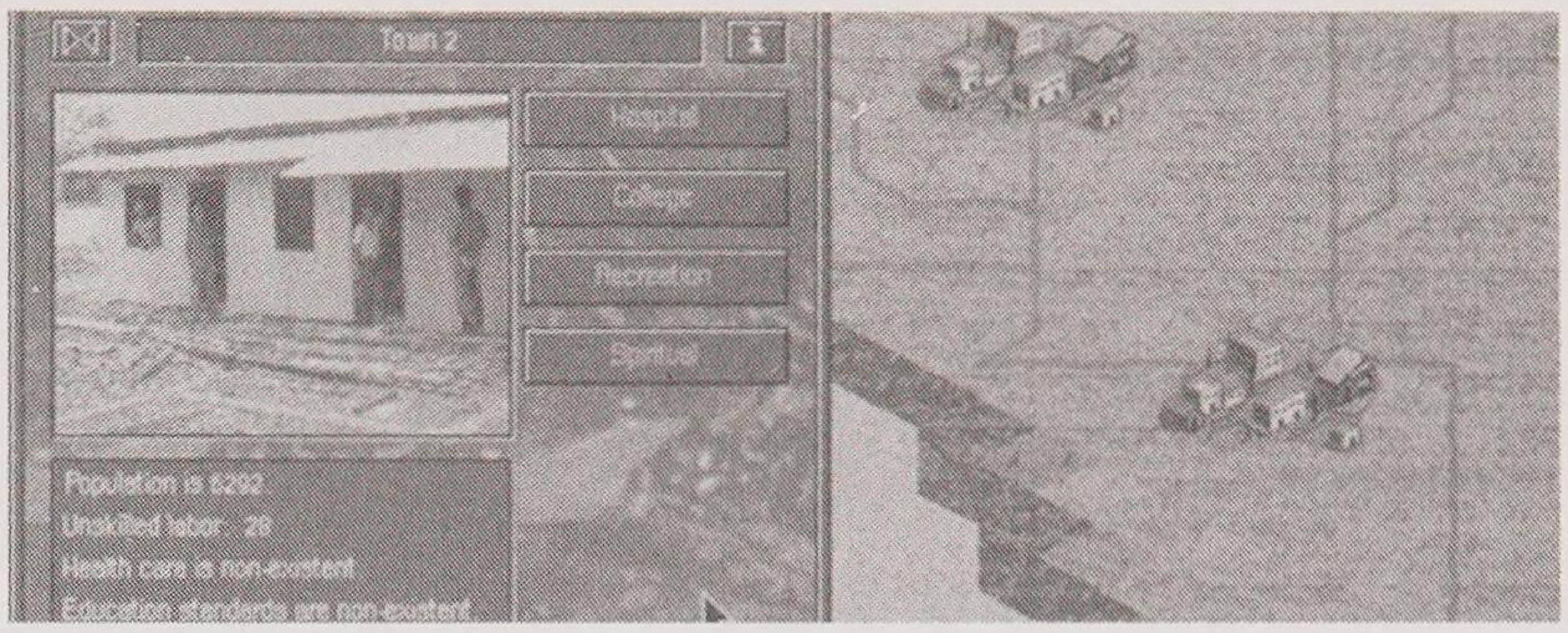
Figure 21-03. Splitting villages provides more food AND adds to my overall population count.

At this point I decide to build another town to the north of my first city. Billy returns to the sawmill and imports another 1,000 units of wood. Once Mike completes construction of the town, I call him to Agent Headquarters where I issue his walking papers. I simply no longer need two Construction agents. However, I can use an agent with exploration skills, so I hire Rick (Exploration, Flora & Forestry). I also send for Dee, who heightens Rick's exploration skills to 90 percent.

Rick combs the island's expanse, and, sure enough, he begins finding things. Most of the goodies aren't particularly useful to me in this mission, but it all becomes worth it when he stumbles upon a few pots of cash worth 10,000 EMUs each.

I send Bob to town #1, positioned between the two cities, and he builds one of each facility. Next, I send Bob north of the last town constructed where he breaks ground on yet another town.

TIP: While you should make regular improvements to your cities, it's usually okay to ignore the towns. The reason is financial: While unhappy cities can cost a fortune, unhappy towns have no effect on finances.



Population is 6292
Unskilled labor: 20
Health care is non-existent
Education standards are non-existent

Figure 21-04. Towns can grow quite large without any cost on my part.

The new villages are now ready to be split by Dee, and again Iain hits each and batch trains once. This ensures there is plenty of food for population growth. For the moment, there's nothing I need to do except watch my income and population grow.

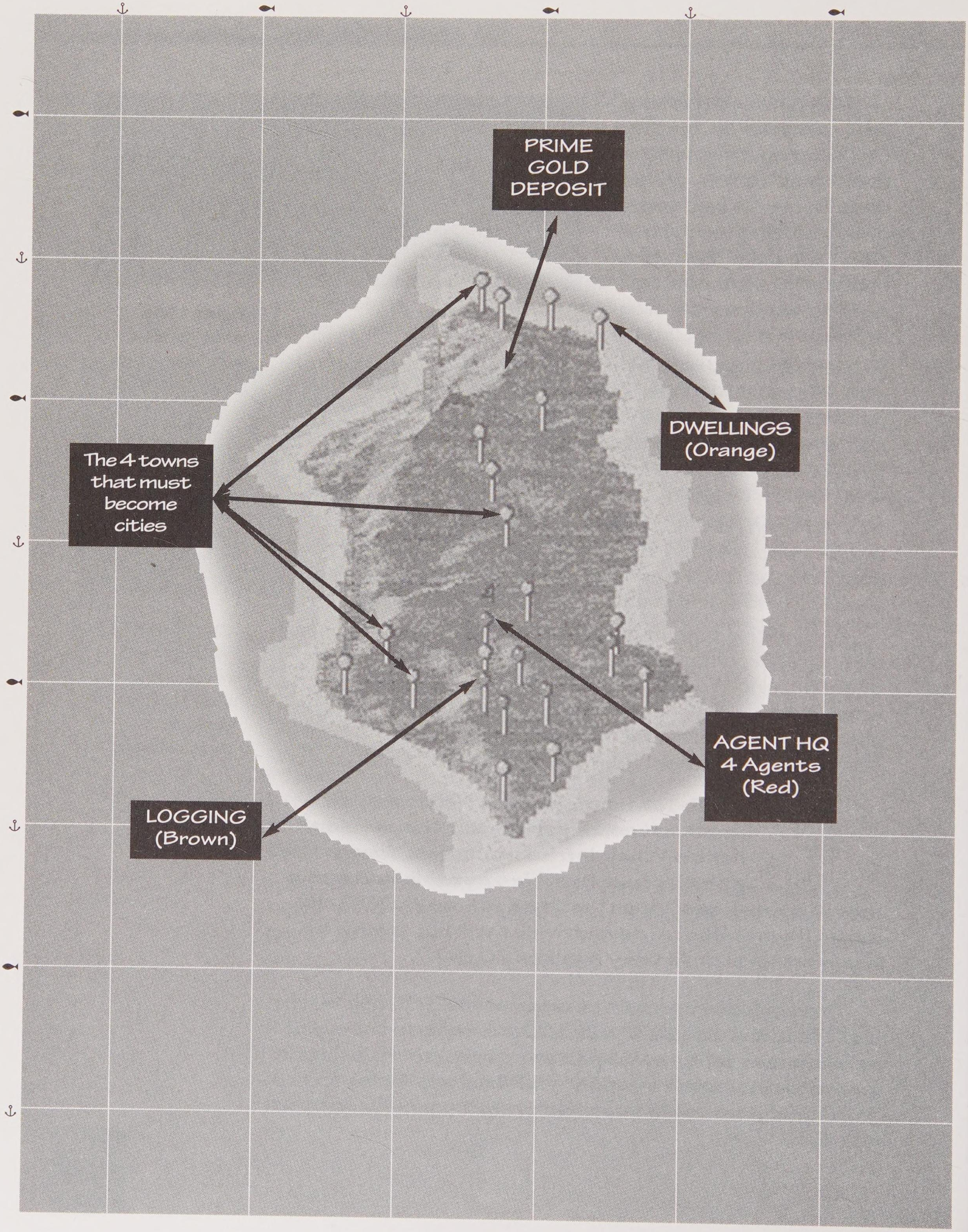
Before long, things start hopping again. Town #1, conveniently located between the two cities, becomes a city requiring all the necessary upgrades. As the population keeps rising, I realize that the island's food supply will again be dwindling soon. So Dee and Iain perform their split-and-train trick once again.

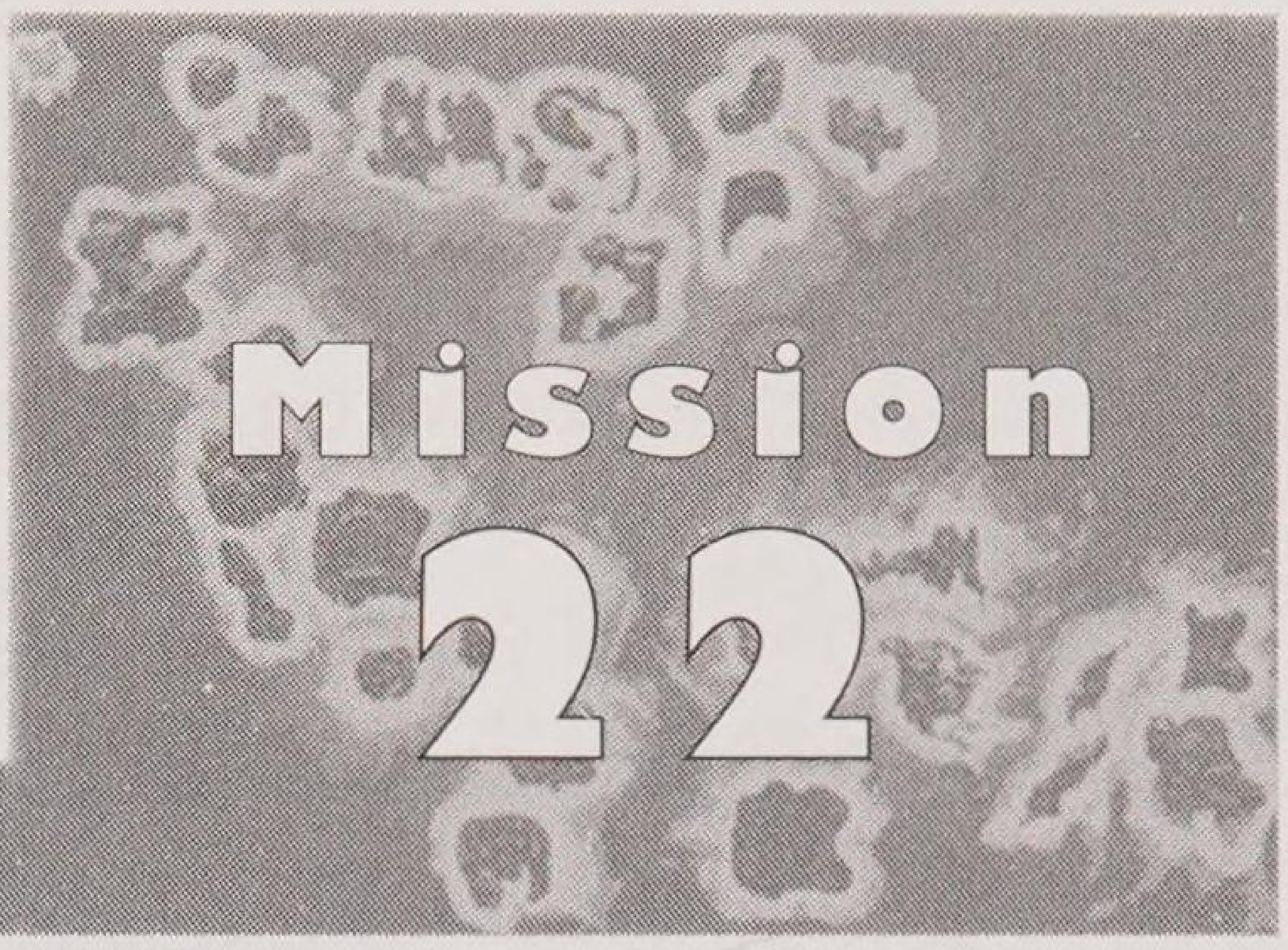
And when I decide to build another town, I import 1,000 units of wood. After I scope a site north of the last town I built, Bob then begins construction on the town. And before that town is even finished, I break ground on the next one.

Around this time, my largest town (the one just north of the cities) becomes a city. This event sends me into a flurry of action, since I can't afford its unhappiness. Billy imports wood, Bob builds a wind plant, and then the two of them augment the existing facilities. I'm shooting for a combination of Above Average happiness with Superb facilities.

NOTE: Towns mature into cities at different rates, depending on the development of their infrastructures. Towns with the four facilities established and a power source can "ripen" with as few as 8,000 citizens. Towns with no development will not evolve to the next level until they number 20,500.

Through more upgrading, I keep everybody happy as the big tote board records the 150,000th birth on the island. I feel as proud as a new papa. I've completed the scenario, leaving me just one more problem: Where am I going to find 150,000 cigars to pass out to my neighbors? After all, this isn't Cuba.


PRIME GOLD DEPOSIT
DWELLINGS (Orange)
The 4 towns that must become cities
AGENT HQ 4 Agents (Red)
LOGGING (Brown)



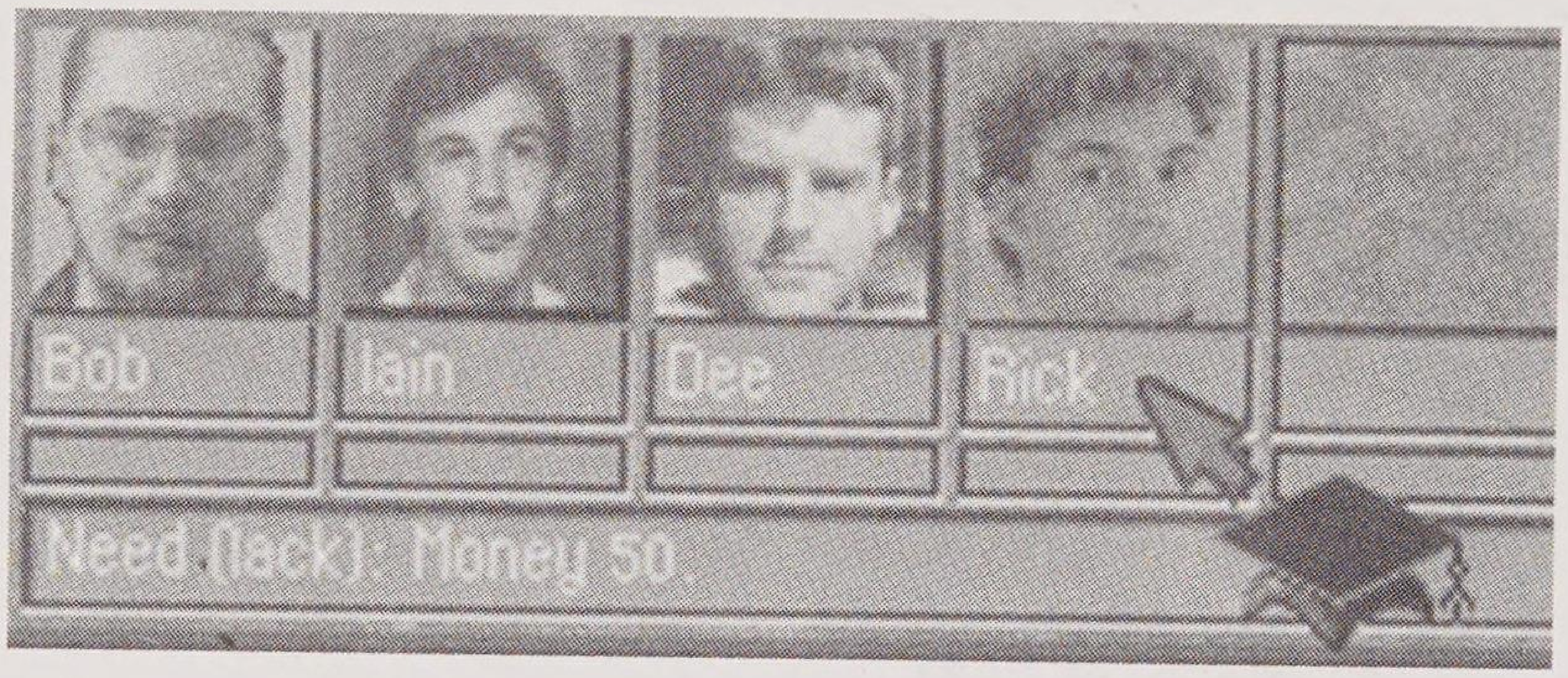
Mission 22

Goods A Go-Go: These Towns Gotta Grow

Mission Briefing

Urban development meets "Beat the Clock" in this mission. Your goal is simple: Turn your four towns into cities within two years.

In any scenario with harsh time constraints, the first thing I want to do is keep the days, months, and years from passing more quickly than they have to. Therefore, my first priority is to open the Files/Option window on the Control Bar. I click the Speed button until it reads Slow. (The Medium setting also is acceptable.)



Need (lack): Money 50.

Figure 22-01. Three of my agents require some on-the-job training to be more effective.

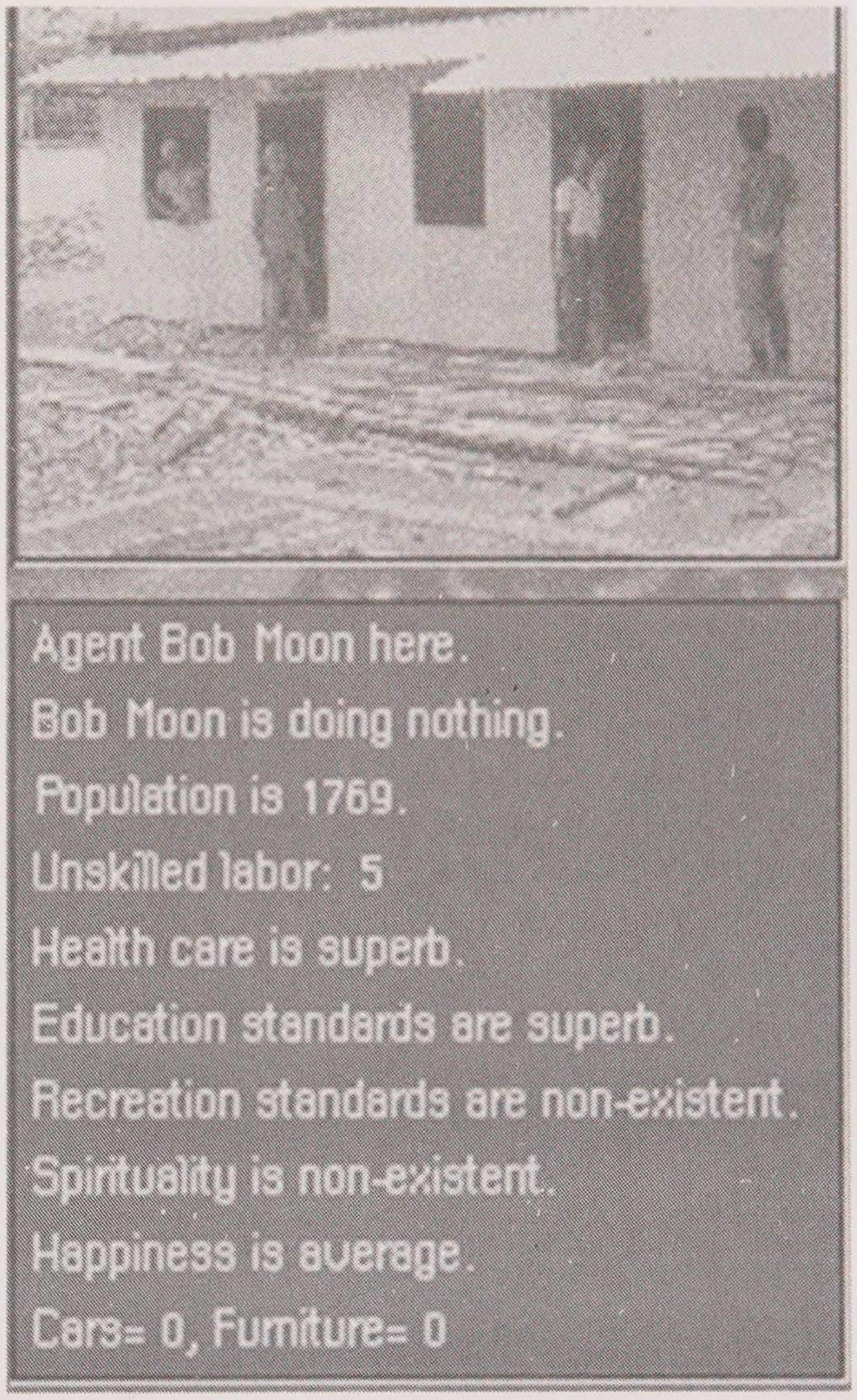
I have vast—and fast—changes to make to my island, which means I need maximum effectiveness from my personnel. This pertains especially to Rick (Exploration, Flora & Forestry), Bob (Industrial, Construction), and Iain (Local Ecology, Fauna & Zoology). Each man will be performing rigorous tasks—each needs to be at his best. I go ahead and train them to levels exceeding 90 percent.

☞ **Remember, agents can only receive their training at Agent Headquarters.**

I don't necessarily need to waste time training Dee (Negotiation, Employment), although I will use him. He already has the negotiation skills I need, so I send him—as is—to the sawmill. Turning towns into cities obviously requires changes to the physical plant, and these can be made only if I have an excess of building materials. I modify my production so that all building material that comes out of the sawmill is earmarked for Internal Use. I hope Dee likes it at the sawmill because I decide to leave him there. This way, if my various construction activities require more wood than we're making, Dee can pick up his phone and give an order to import more.

Bob's been chomping at the proverbial bit since I trained him. He's ready to go to work, and that's fine with me. I line up a four-town tour for him—actually, that's all the towns I have. During each visit, Bob is to change the infrastructure by constructing a hospital, a college, a recreation center, and a building devoted to spiritual matters. This has to be done quickly for each of the towns.

It's time to take advantage of Rick's exploration skills. Knowing that a supertrained explorer like Rick can find a number of nifty items, I send him out to the jungle. An element of adventure surrounds this enterprise, since neither he nor I can be sure what types of treasures await him. I experiment, directing him to different spots in the jungle and sensing a big potential payoff from what he finds.

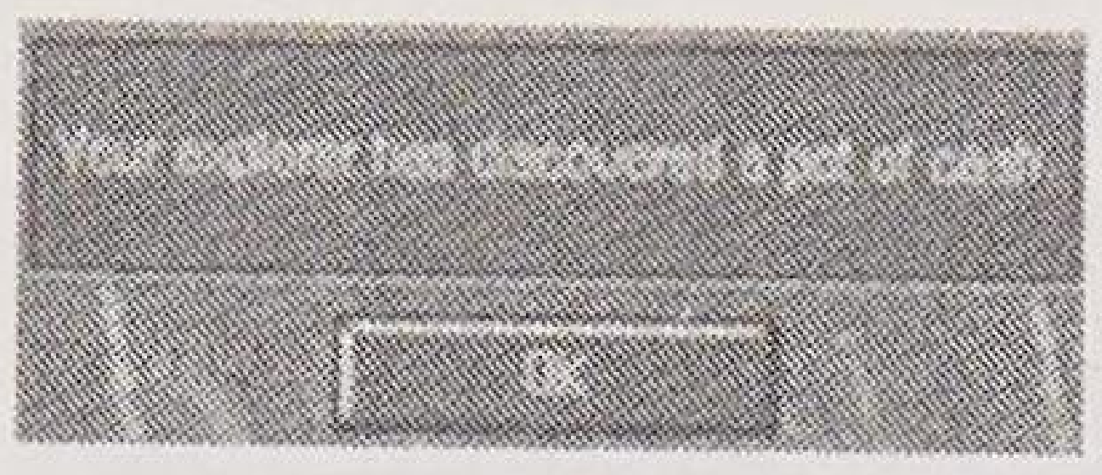


Agent Bob Moon here.
Bob Moon is doing nothing.
Population is 1769.
Unskilled labor: 5
Health care is superb.
Education standards are superb.
Recreation standards are non-existent.
Spirituality is non-existent.
Happiness is average.
Cars= 0, Furniture= 0

Figure 22-02. It's not much of a town now ... but wait 'til Bob completes his renovations.

Tip: Remember this motto: When in doubt, send an Explorer agent out. A well-trained Explorer agent can find a lot of loot.

I've been engaged in several activities so far, but none generating anything resembling steady income for the island. Again, I turn to Bob and his advanced construction talents. I call up the 2-D view of the island and click on the Gold button. After discovering where this island is hiding its most precious metal, I send Bob there on a quest for



Your explorer has discovered a pot of cash

Figure 22-03. Sending an Explorer into the jungle can do wonders for the bottom line.

additional income. He builds the gold mine and puts it into immediate operation.

While Bob's digging in with his pickax, I see it's time to start training my villages. Sure, my mission is turning towns into cities, but improving the villages will help push all my plans forward. With his wealth of knowledge about fauna and zoology (not to mention local ecology), Iain McNeil is only too happy to be summoned for duty. Until now, he's been moping about like the Maytag Repair-man. To save time, I keep one eye on the clock during this entire mission. Let's face it—two years isn't a long time on SimIsle. I instruct Iain to batch train the villages.

Things are running smoothly at my gold mine, so I put the belabored Bob onto another job. My towns require energy to help fuel their growth and eventual transformation into cities. Therefore, I point Bob to his jeep and tell him to scout locations near the three towns. When he finds good sites, I want him to build a wind plant for each town. The power plants will be more effective if each is driven by several windmills. Luckily for my island, Bob knows how to add a couple of supplemental windmills to each of my wind plants.

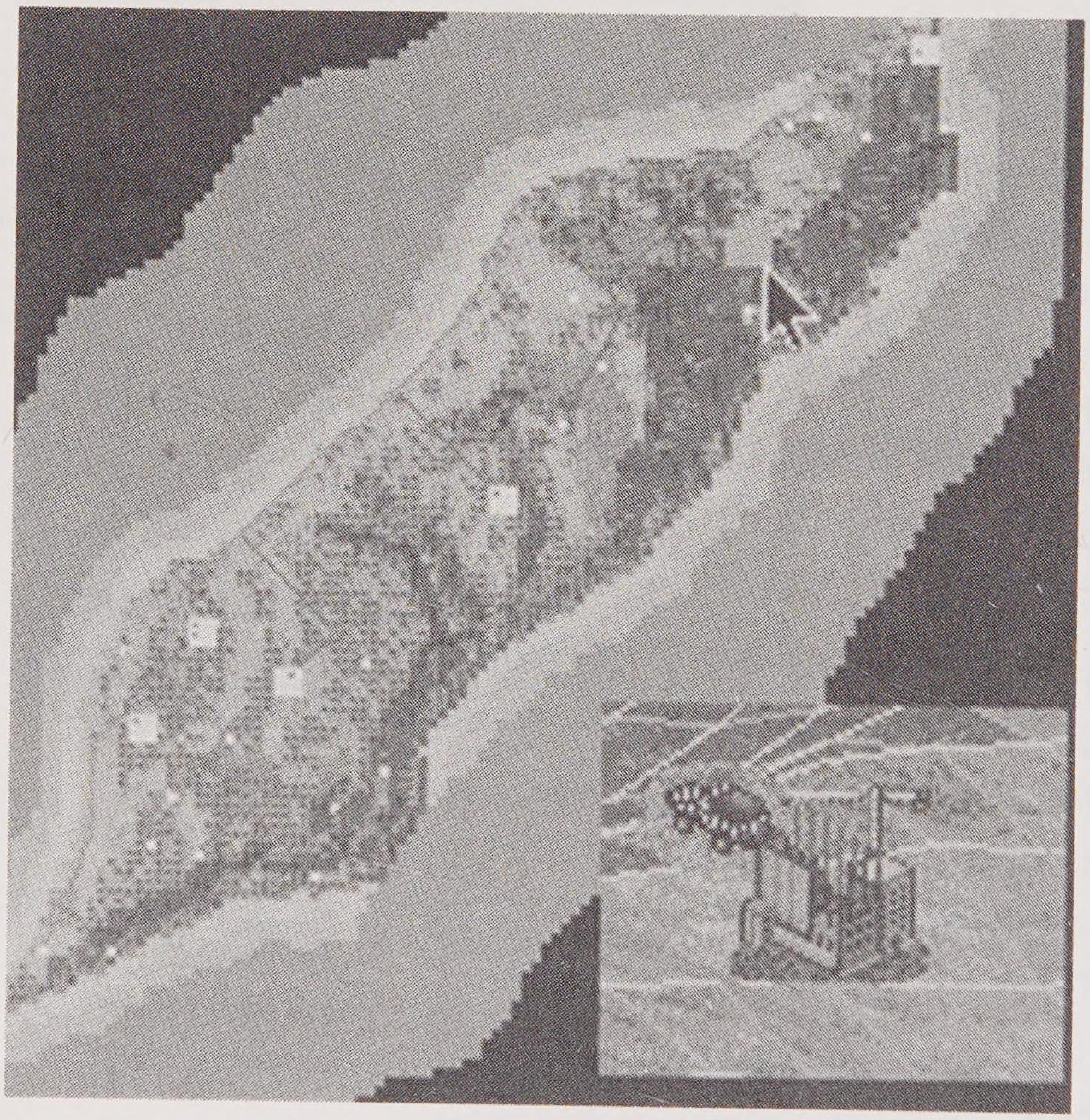


Figure 22-04. Bob goes on a prospecting mission. (The cursor marks the spot.)

Iain's training sessions in the villages have proved beneficial. Some of the villages have seen large growth, to the point that I instruct Dee to make new villages from the population overflow. Once these new villages are established, Dee can train them as he did the others. As always, training primes the pump of food production, which in turn prompts more population growth. The town populations are now climbing more than 10,000 apiece. Consequently, they have evolved into full-fledged cities, thereby meeting the stated goal. This island has experienced an amazing metamorphosis—all within two brief years.

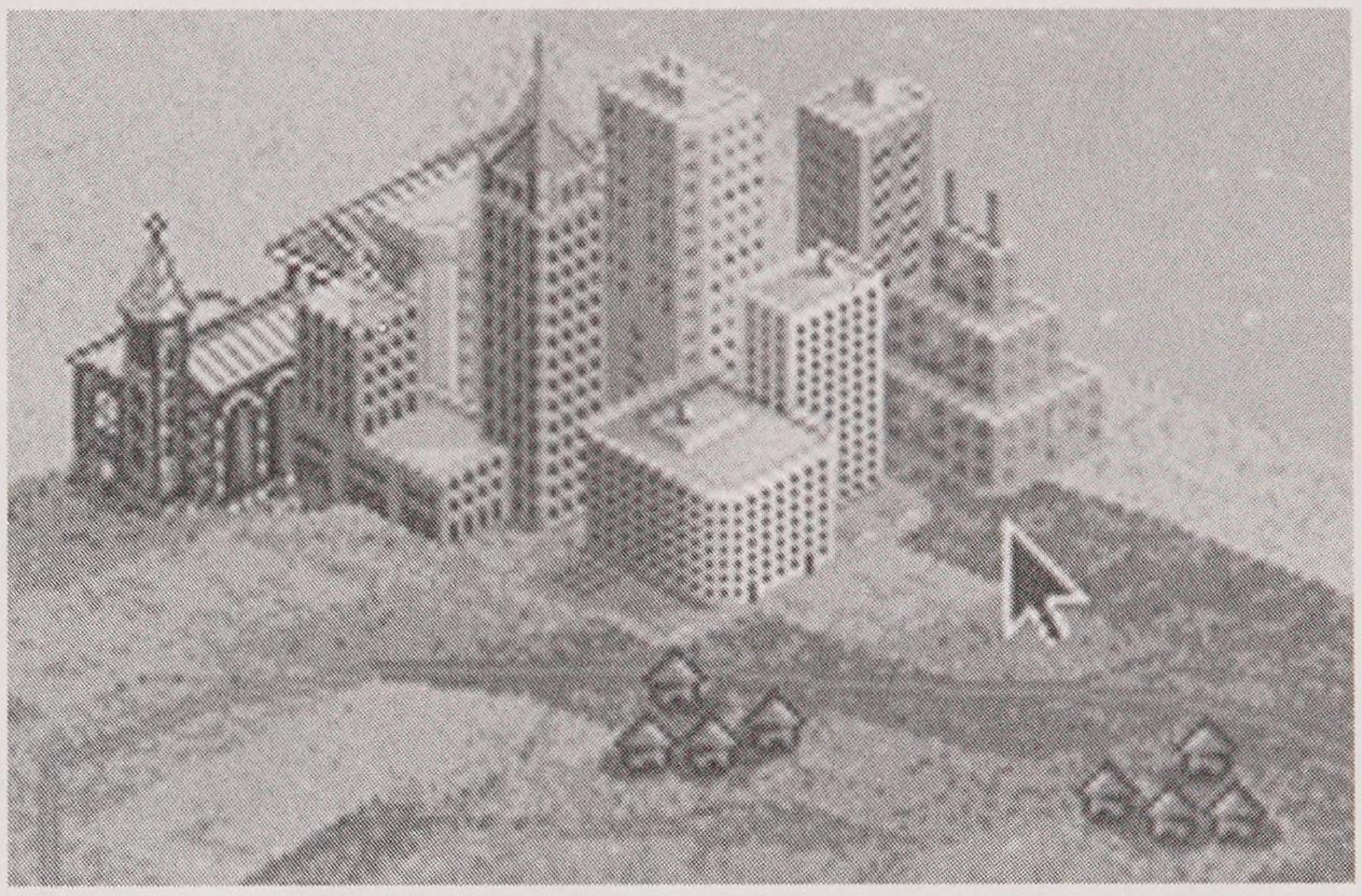
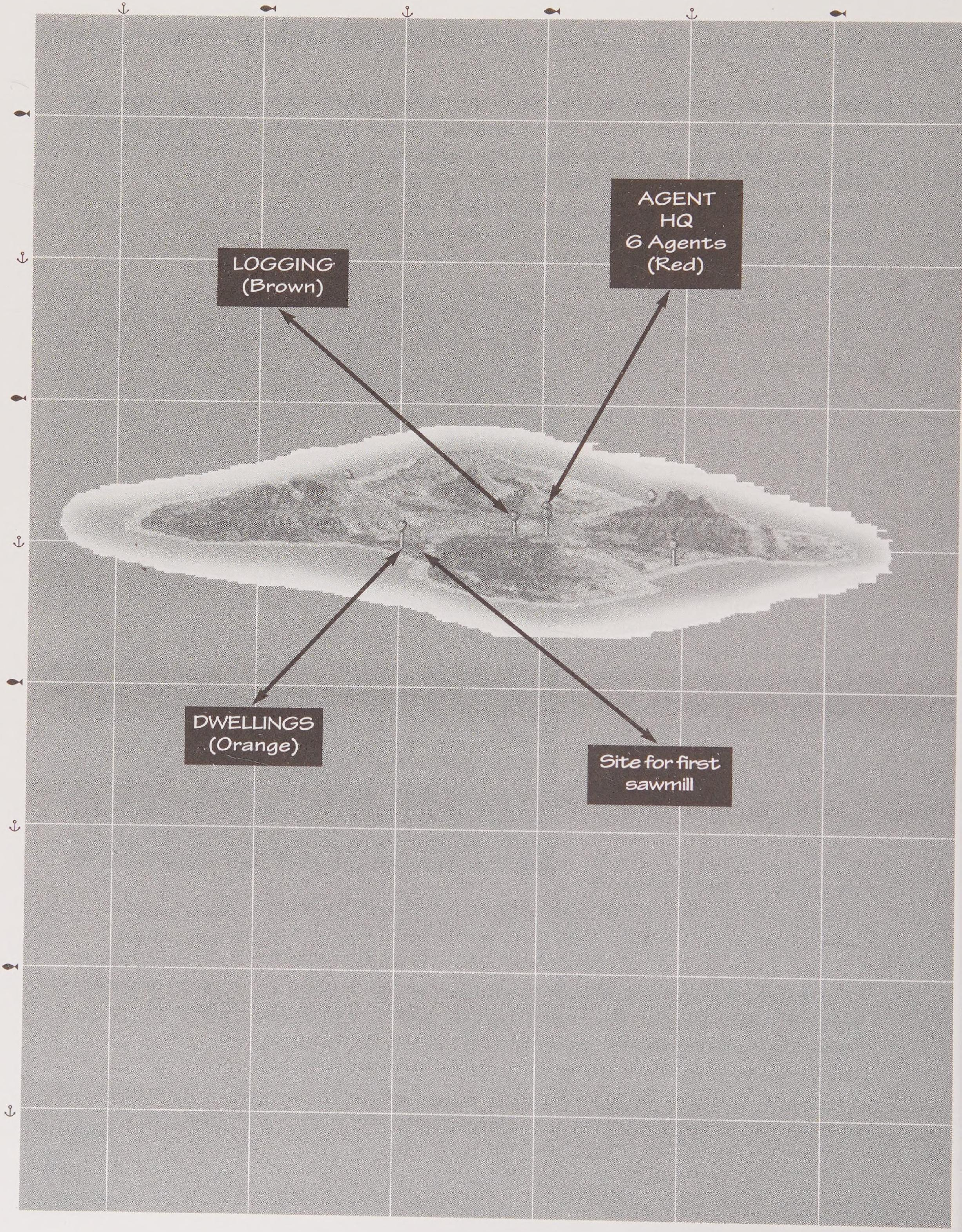
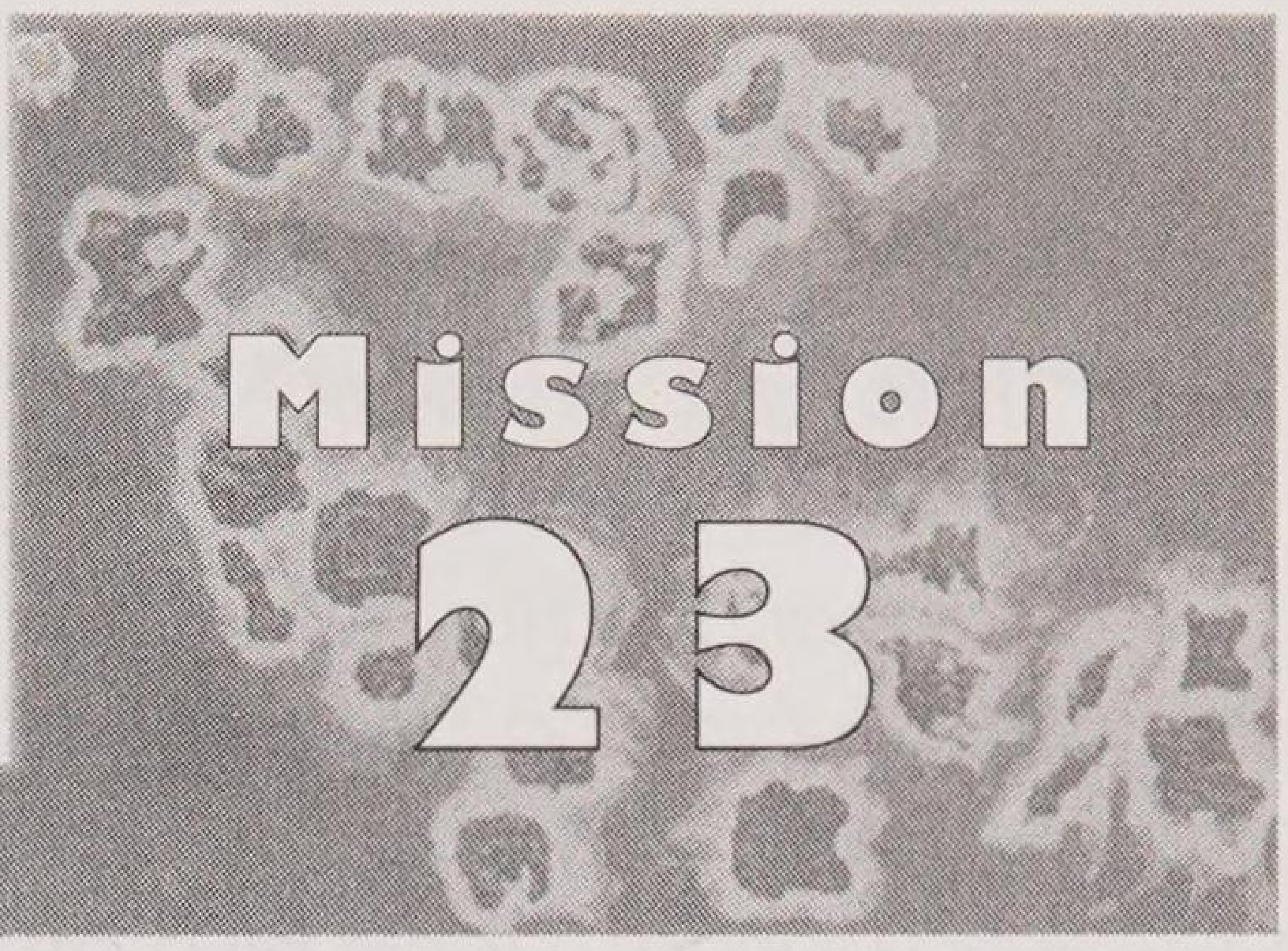


Figure 22-05. This sparkling seaside city was once nothing but a row of huts—until I showed up.


AGENT HQ 6 Agents (Red)
LOGGING (Brown)
DWELLINGS (Orange)
Site for first sawmill



Mission 23

Land Romp: Trees? What Trees?

Mission Briefing

No room for environmentalism on this island. Your task is to clear away one-third of the trees to make way for a major new expansion program. You have 11 years to level the land.

That old phrase "you can't see the forest for the trees" isn't going to apply to this island very much longer. Forget the chainsaws and hatchets, I'm dealing in bulk! And to be quite honest, I'm a bit offended that the big-wigs who put me here think it's going to take me 11 years to uproot one-third of the island's timber.

My plan is to set up and maintain as many Slash & Burn logging camps as I can and export the harvested lumber through a sawmill. While this will bring in some income, it will not be enough to offset the expenses of continually constructing logging camps and paying to switch them to the ruthless Slash & Burn method of logging. Fortunately, a quick look at the island's immediate provisions reveals that I have enough heavy machinery and skilled labor to establish a profitable oil industry. The money earned from the export of the oil will fund my logging and keep me from going into the drink financially.

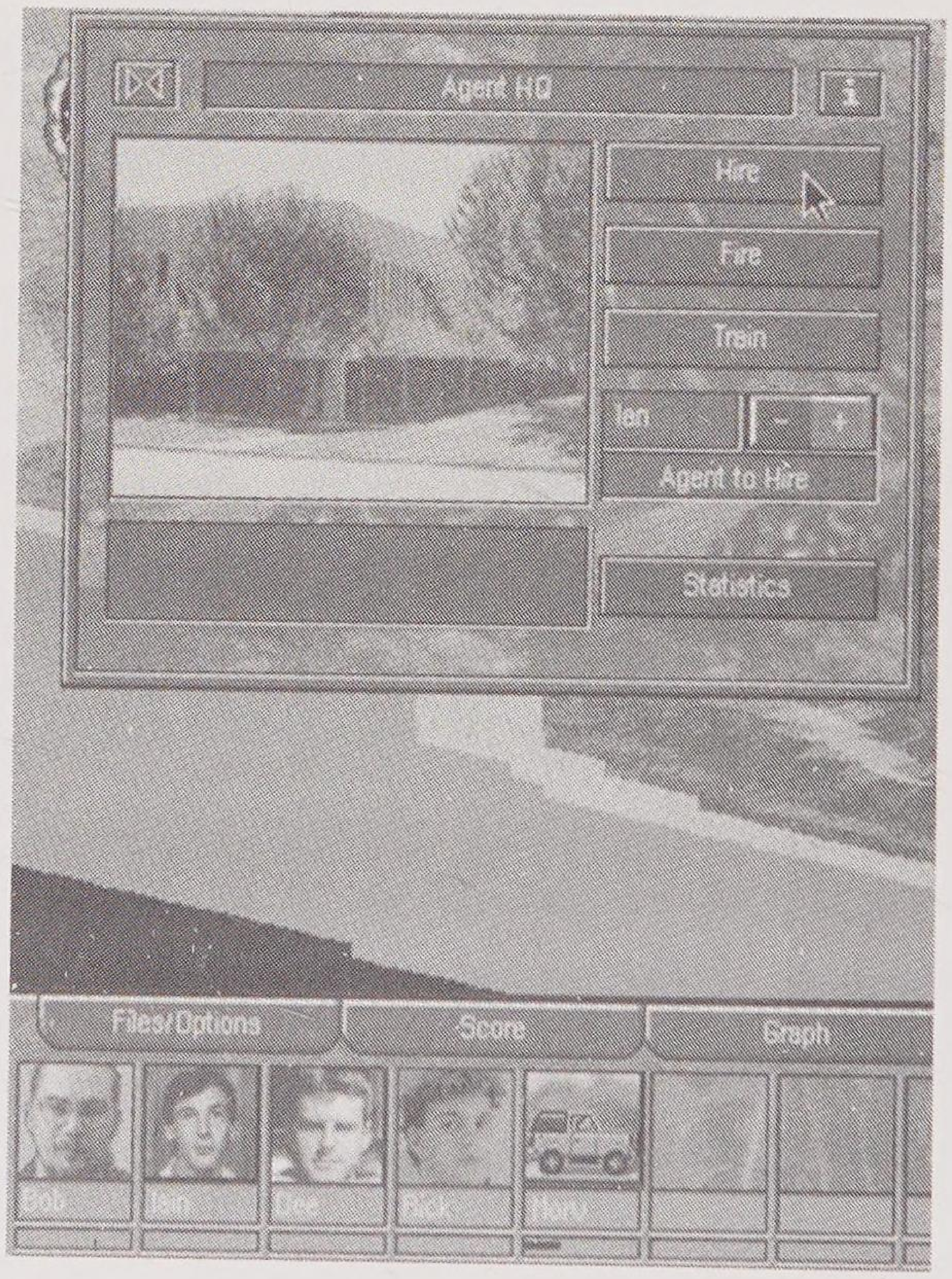


Figure 23-01. Adding a second construction worker to the agent lineup gives me the ability to construct two logging camps simultaneously instead of twiddling my thumbs waiting for one agent to finish his or her task.

Before I actually begin, I fire John (Industrial, Criminal Contacts) and Matt (Local Ecology), whose skills are either redundant or of little use for my plans. To provide for simultaneous construction, which is crucial to placing and replacing logging camps, I add Morv (Construction, Fauna & Zoology) to the staff. With this out of the way, it's time to begin drilling for oil.

TIP: Adding a second Construction agent to the lineup gives me the ability to construct two logging camps simultaneously instead of waiting for one agent to finish his or her task.

The 2-D map indicates a couple of fairly rich pockets of oil just off the northwest coast, which happens to be accessible by tanker. Bob is currently building an oil rig above each of the two deposits, adding a tanker, and giving orders to Drill Double at both rigs. To add the finishing touches on this money-making venture, Bob moves to the nearby shore, where he constructs an oil processing plant to turn the crude into valuable processed oil for export.

Now, there's nothing standing between me and the thousands of trees that must be removed for me to complete my mission objective. Because one-third of the island must be completely cleared of timber, the Slash & Burn technique must be used. This technique, which deforests huge areas of land at a time, isn't nearly as environmentally friendly as the Sustainable method and is even more reckless than the fairly irresponsible Non-Sustainable method. An agent skilled in flora and forestry must be on hand at a logging camp to switch between the methods, and Rick is just the man for the job.

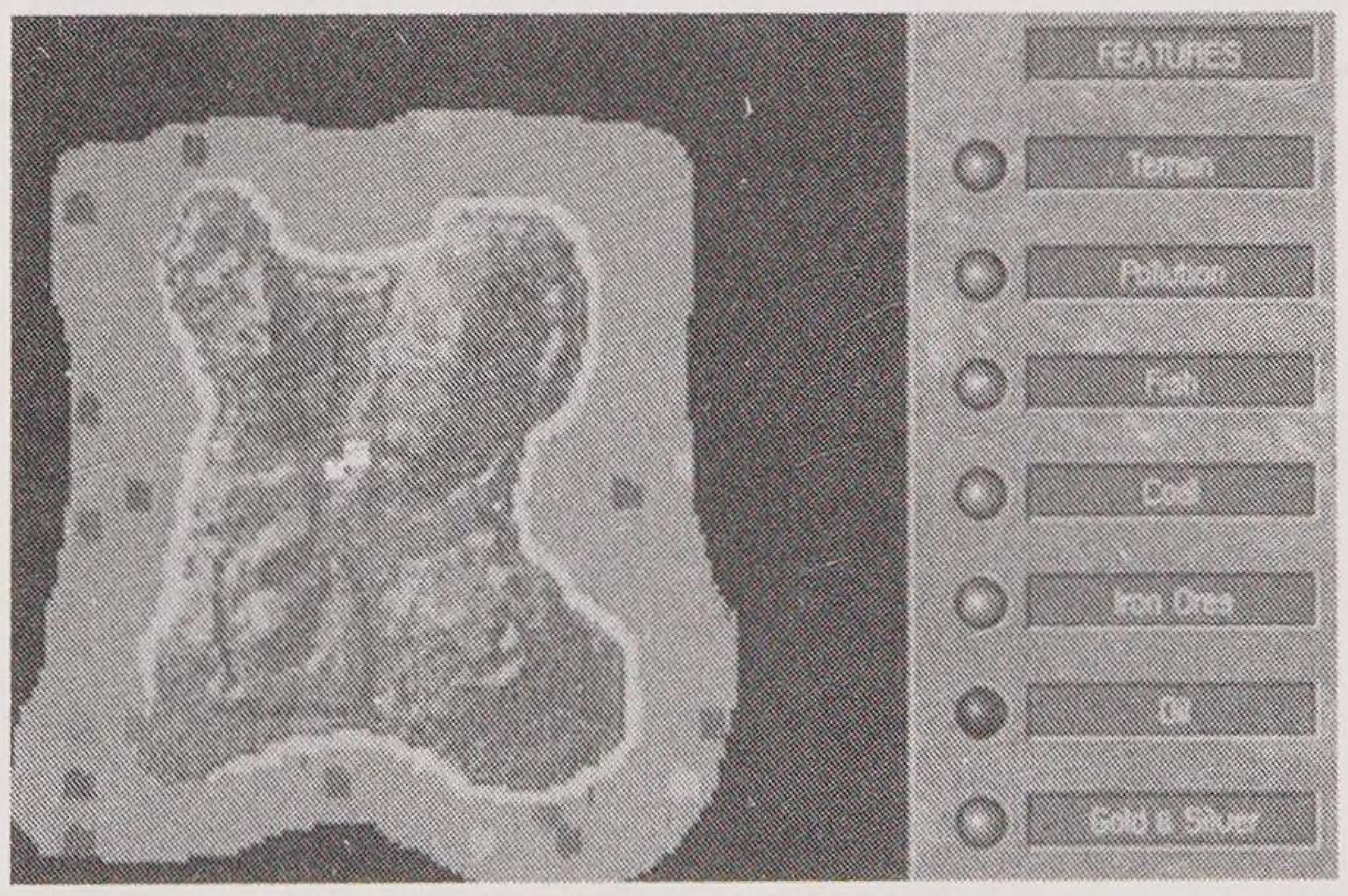


Figure 23-02. With two fairly rich deposits of oil located just off the northwest corner of the island, establishing an oil industry is almost too easy.

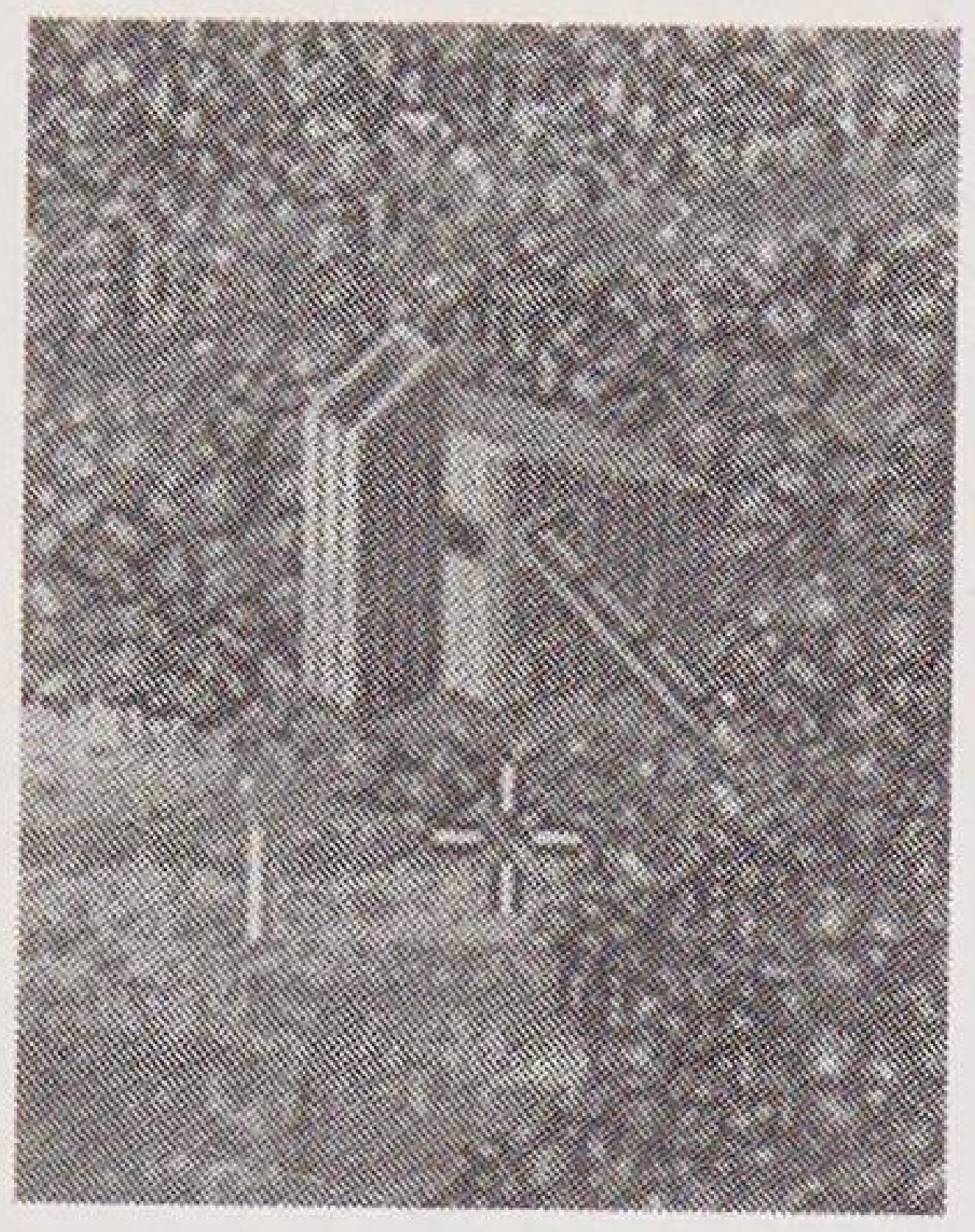


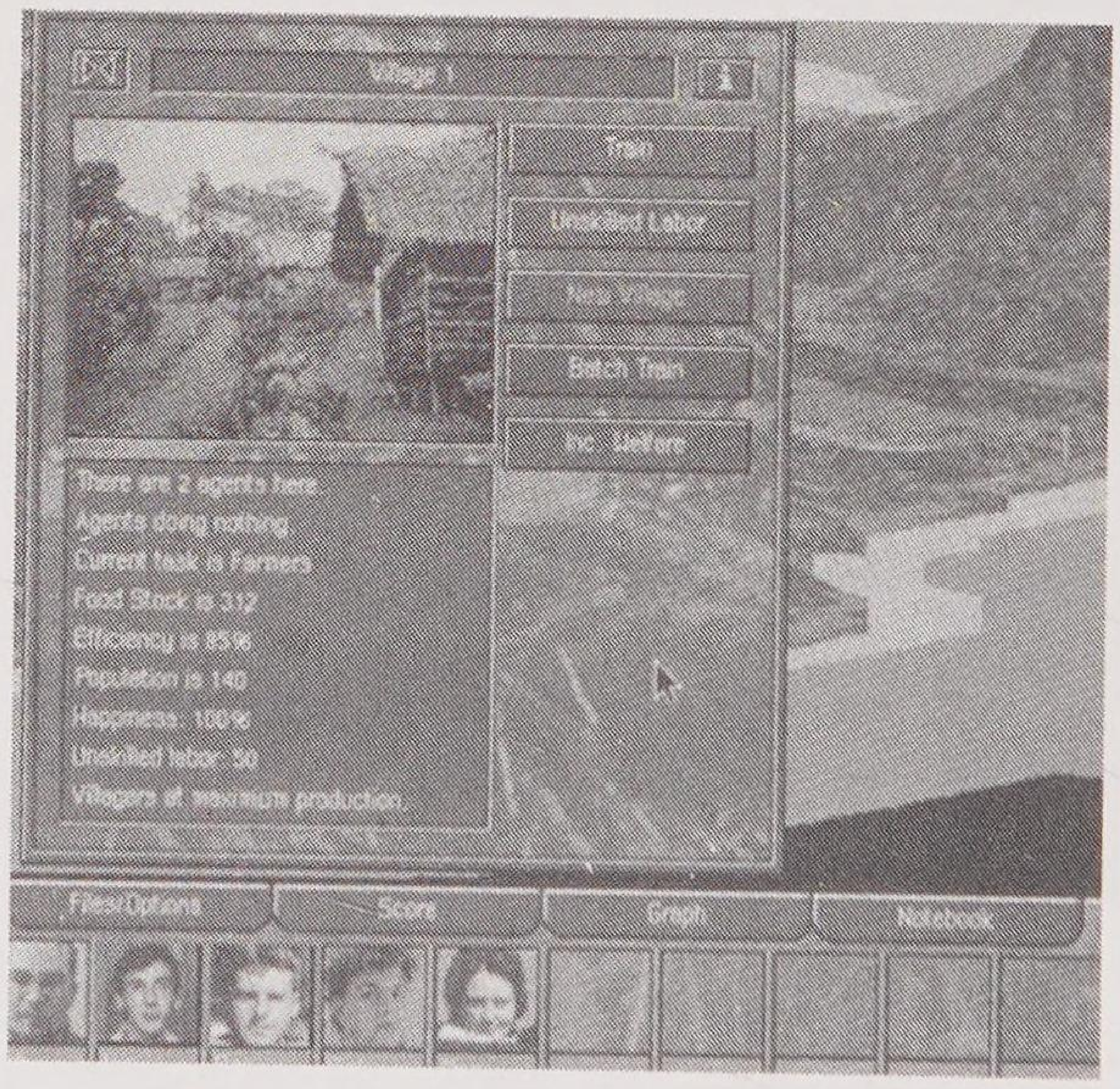
Figure 23-03. A centrally located sawmill offers me an avenue to export my harvested timber in exchange for EMUs.

To get the ball rolling, Bob builds a sawmill in a centralized location in the middle of plenty of wooded acres. Bob and Morv simply place as many logging camps as possible in the timber-rich areas. Because no building materials are needed for the construction of logging camps, I can establish as many as my supplies of money and unskilled labor will allow.

With my oil industry raking in EMUs, the funding for logging camps is not a problem, and the 50 unskilled laborers I was given at the beginning of this scenario will enable me to construct at least 10 logging camps with ease. In the event that I'm building camps fast enough that I have 10 placed at once, I can send Iain (Local Ecology) to a village to train the natives and let Dee (Employment) follow up and recruit more unskilled labor to be used at additional logging camps.

The key player in this entire process is Rick. His flora and forestry skills at a logging camp make it possible to change the logging method to Slash & Burn.

Figure 23-04. Iain and Dee can quickly generate more unskilled labor at a village if I happen to exhaust the supply provided initially.



There are 2 agents here.
Agents doing nothing.
Current task is Farming
Food Stock is 317
Efficiency is 85%
Population is 140
Happiness: 100%
Unskilled labor: 50
Villagers at maximum production.

NOTE: If the camps are left to use the Sustainable method, more trees will be planted to replace those logged, and I will be no closer to clearing the land than I was when I started. The Nonsustainable method doesn't clean up after itself like the Sustainable method does, but it also doesn't leave the land cleared of all clutter like the Slash and Burn does. So while the Slash & Burn technique results in the fewest trees logged per day, it is the only way to clear the land adequately as requested in the mission objective.

TIP: My construction workers aren't able to enter the jungle, so they would seem to be restricted to building at the fringes of the forest. However, if Rick, who can go anywhere, enters the forest first, a Construction agent can join him when I right-click on the Construction agent's picture and then left-click on Rick's photo. This lets me to set up logging camps in the heart of the jungle.

Bob and Morv both construct logging camps simultaneously, although not too close together. If one camp clears an area near another camp, the second camp has fewer trees to log and will close down sooner. To keep the busy work of rebuilding camps to a minimum, I try to place each camp in an area where it will not overlap with another camp's potential clearing. As soon as a camp is completed, Rick moves in and switches the camp to Slash & Burn. Camps employing this method don't stick around long, so until I reach my goal, I focus on waiting for camps to close and immediately have Bob or Morv replace them with new camps in other forested areas. This somewhat monotonous process continues until I've managed to clear away one-third of the island's woodlands to complete the scenario.

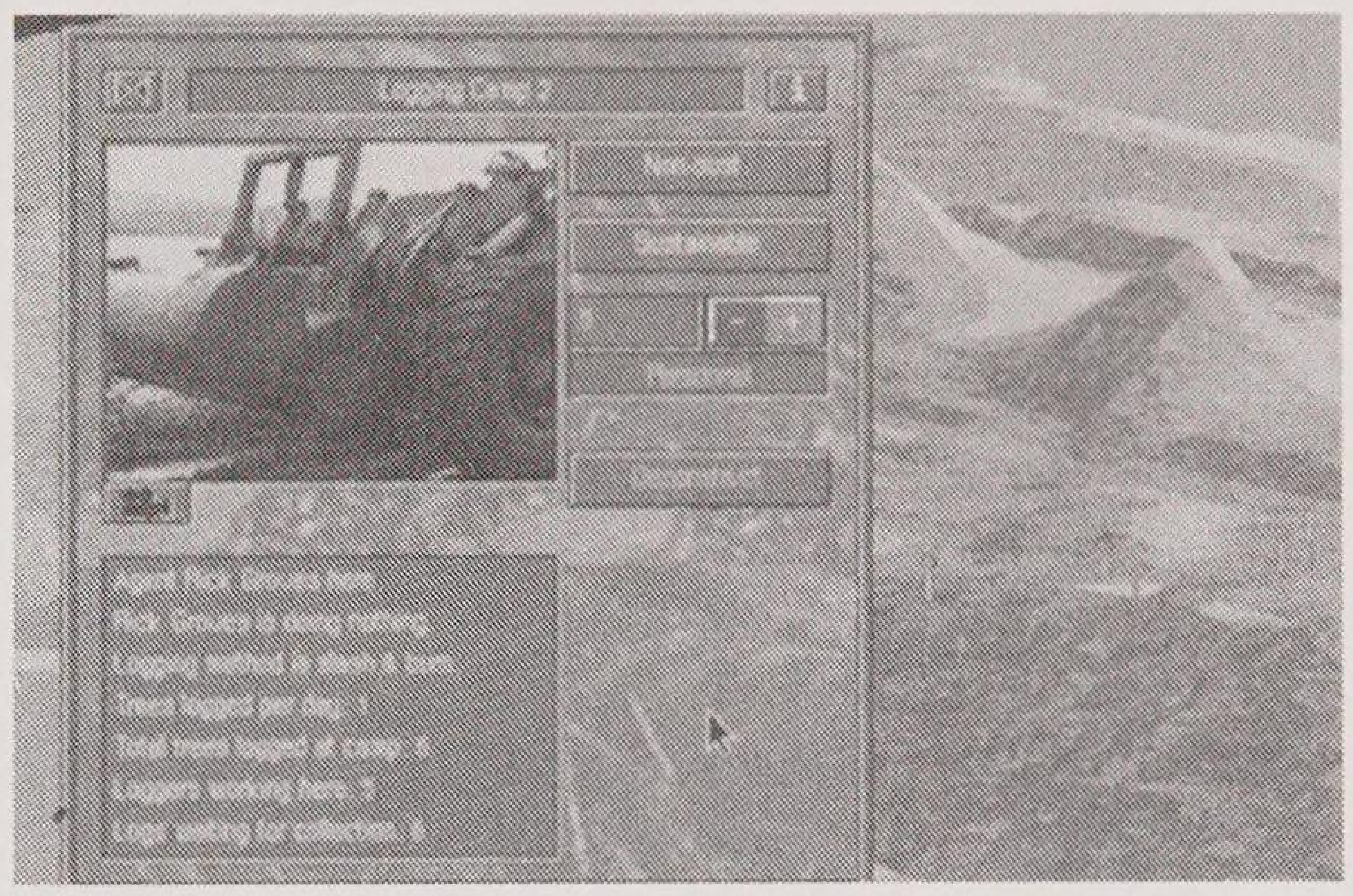
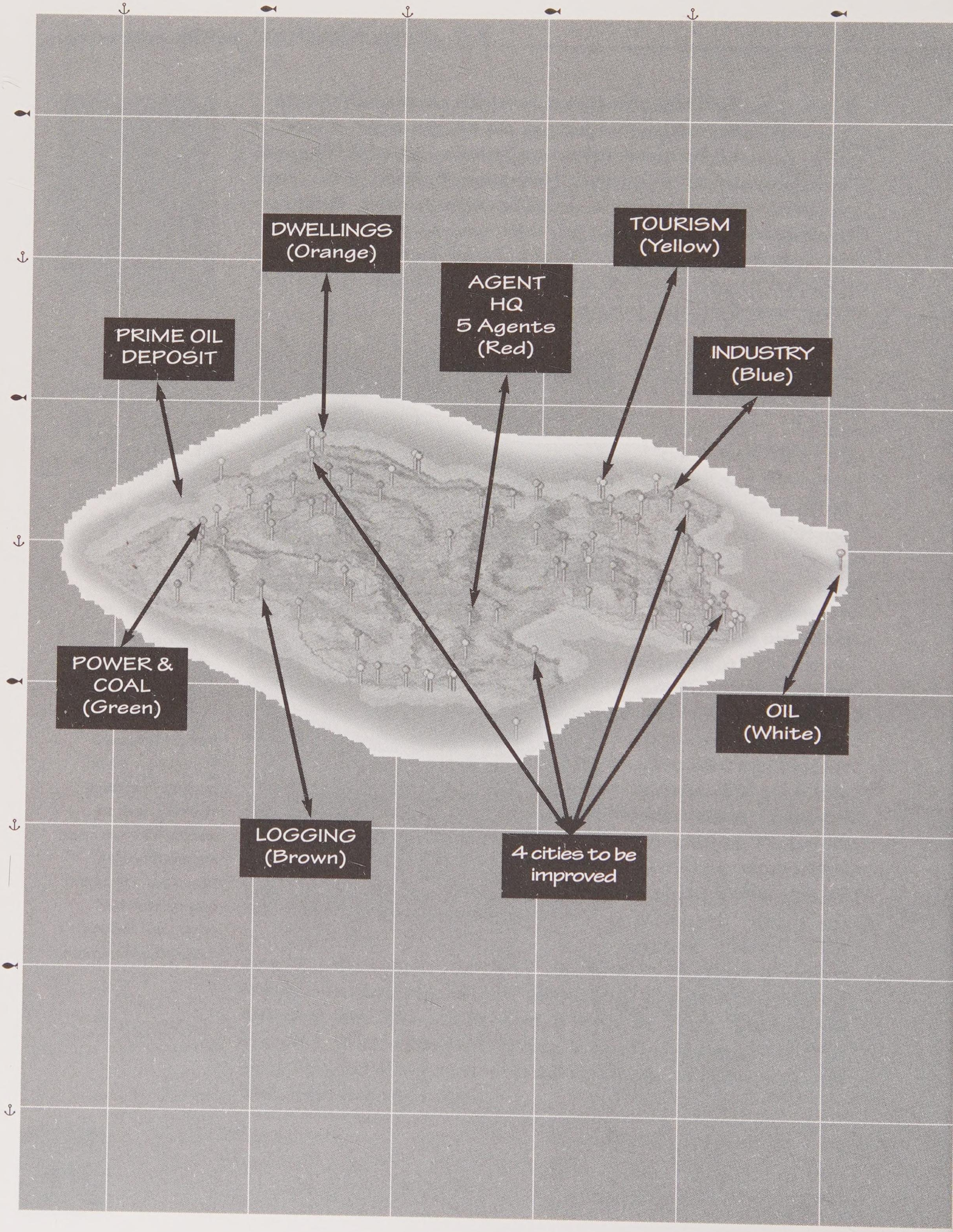
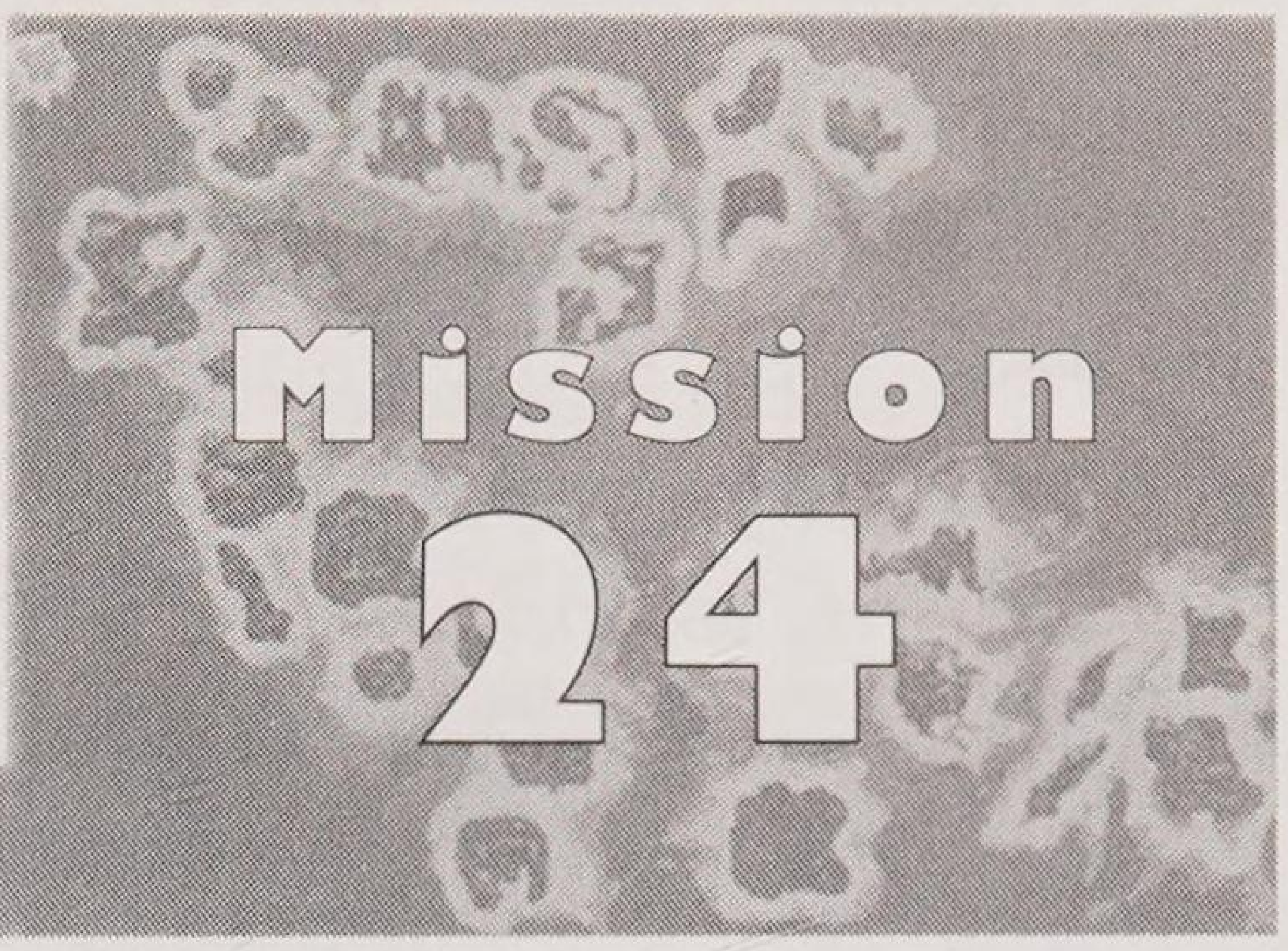


Figure 23-05. Rick's flora and forestry skills allow him to switch the logging camps to the ruthless Slash and Burn method needed to clear the land.

Buried Treasure

To receive a major increase in building materials, save any mission with the name **deesextrapixel.** When you reload the mission with that name, your building materials will increase.


DWELLINGS (Orange)
TOURISM (Yellow)
AGENT HQ 5 Agents (Red)
PRIME OIL DEPOSIT
INDUSTRY (Blue)
POWER & COAL (Green)
OIL (White)
LOGGING (Brown)
4 cities to be improved



Mission 24

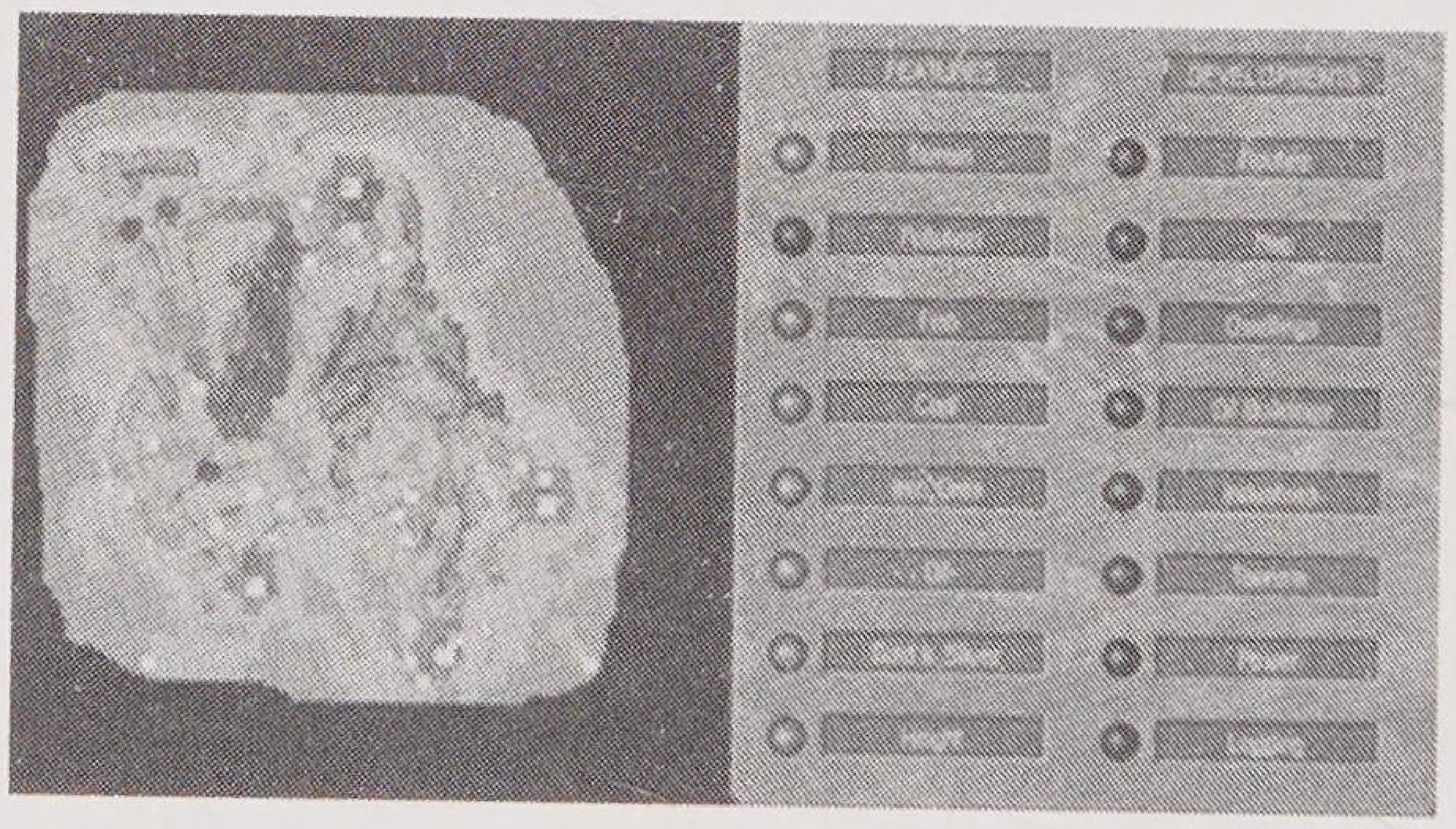
Pollution City: Gasp! Hack!

Mission Briefing

World opinion holds that your island is a dump—an ecological nightmare in the making. The message from around the globe is resoundingly clear: Give a hoot and stop polluting. Clean up your act (and your island's image) within four years, pulling your World Opinion and Population Happiness ratings up to 75 percent or more.

Gosh, I feel so dirty. I thought this was a tropical paradise. Now I'm hearing all these snide jokes about my island being the Love Canal of the Club Med circuit, more like Staten Island than Fantasy Island. I guess the former caretakers were interested only in making a profit, even if it meant making a mess. Well, there's no point crying over spilt toxic chemicals. What I should do now is roll up my sleeves and try to return some ecological order to things. I'm not worried—I know the sun will shine again on this island. The only question is whether or not we'll be able to see it through the smog.

I first want to slow the savage industrial pace. I can partially accomplish this by changing the game speed to Slow in the Files/Option menu.

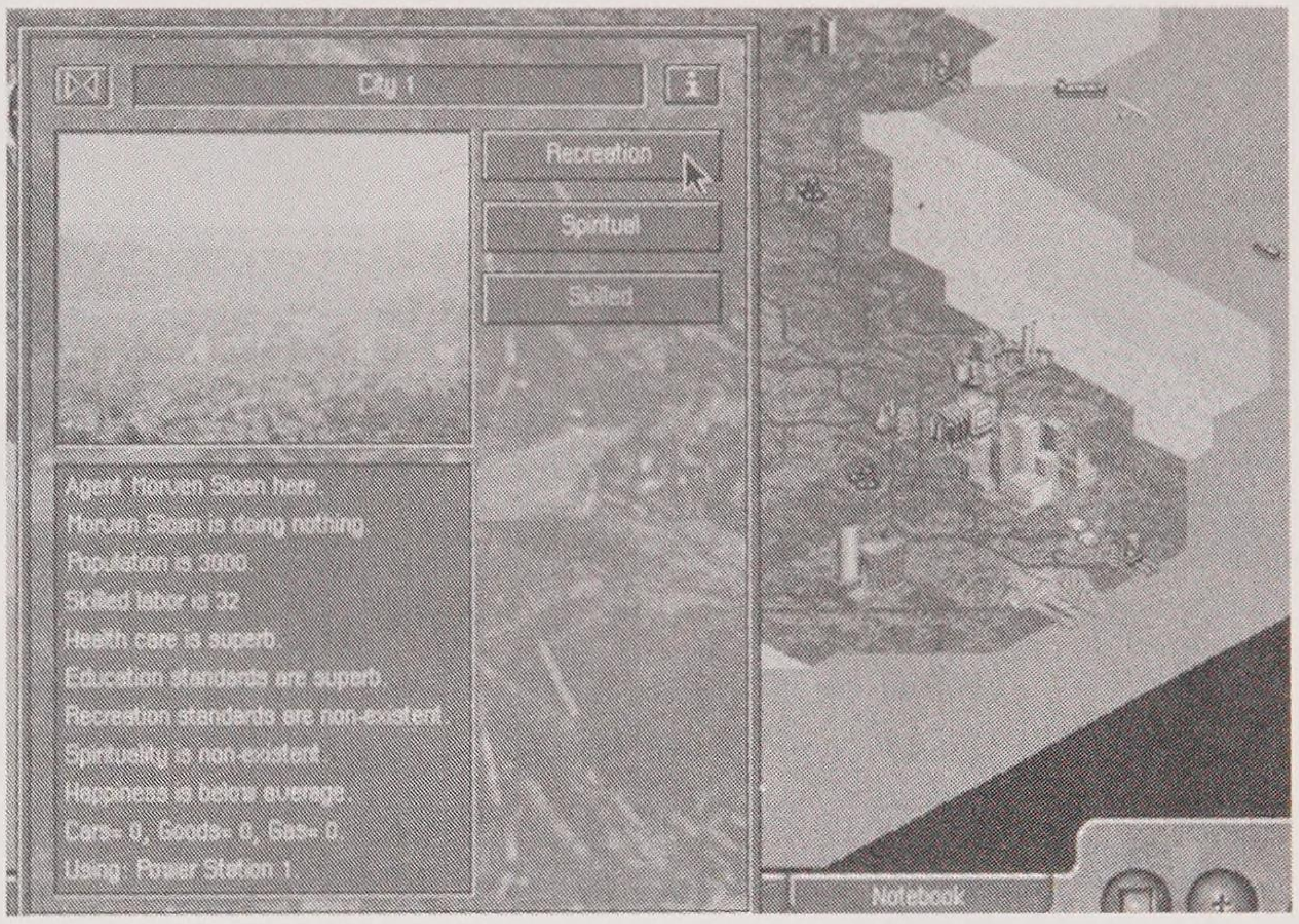


24-01. My first view of the island is not a pretty one.

Then, I arrive at a thorny dilemma, basically the same core problem that surfaces whenever ecological matters are being hotly debated. That is, ecology versus economy. Certainly, my mission is to clean up the island. At the same time, restoring the natural balance won't do me, or the native population, any good if I'm deposed after driving my island into bankruptcy. I must make money—if not for me, for the villagers. Yeah, that's it, the villagers.

Therefore, I need to beef up my oil drilling enterprises. Okay, sure, occasionally a little excess crude splashes up on the beach, but, let's face it, oil is a guaranteed moneymaker and is generally friendlier to the environment than aggressive foresting and mining. At any rate, I need plenty of income. I toss Doug (Industrial, Flora & Forestry) a life jacket and ask him to boat out to my oil rigs for the express purpose of doubling oil production. I also send Morv (Construction, Fauna & Zoology) out to both rigs to add tankers to each operation. This should keep the oil flowing—and the export profits rolling in.

Meanwhile, back on dry land, I realize that a simple surgical procedure can save me considerable EMUs. I head for Agent Headquarters and release two of my operatives from service. Nigel (Industrial, Flora & Forestry) and Tod (Fauna & Zoology, Flora & Forestry), despite being terrific fellows, aren't necessary for my completion of the scenario. They possess skills I either don't need or can get from my other agents—and that means they've got to go. And it's ironic; while I'm showing those agents out, I'm also welcoming a new employee. I hire Dee (Negotiation, Employment), especially for his extensive negotiation skills. I welcome him aboard and give him his first set of orders: to tour all the sawmills on the island. At each mill, Dee switches the production mode from Export to Internal Use.

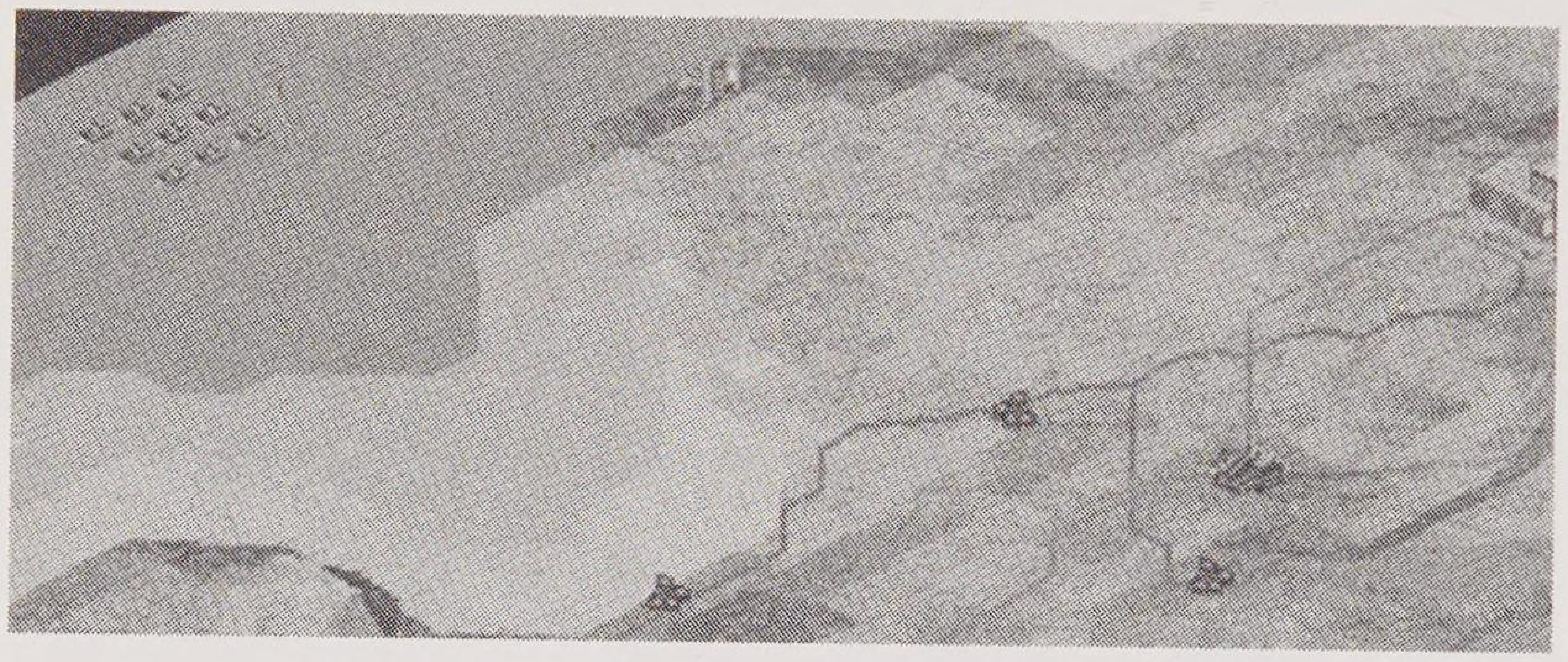


Agent Morven Sloan here.
Morven Sloan is doing nothing.
Population is 3000.
Skilled labor is 32
Health care is superb.
Education standards are superb.
Recreation standards are non-existent.
Spirituality is non-existent.
Happiness is below average.
Cars= 0, Goods= 0, Gas= 0.
Using: Power Station 1.

24-02.
By placing a hospital, school, recreational facility, and church at each city I can quickly improve the happiness of the citizens.

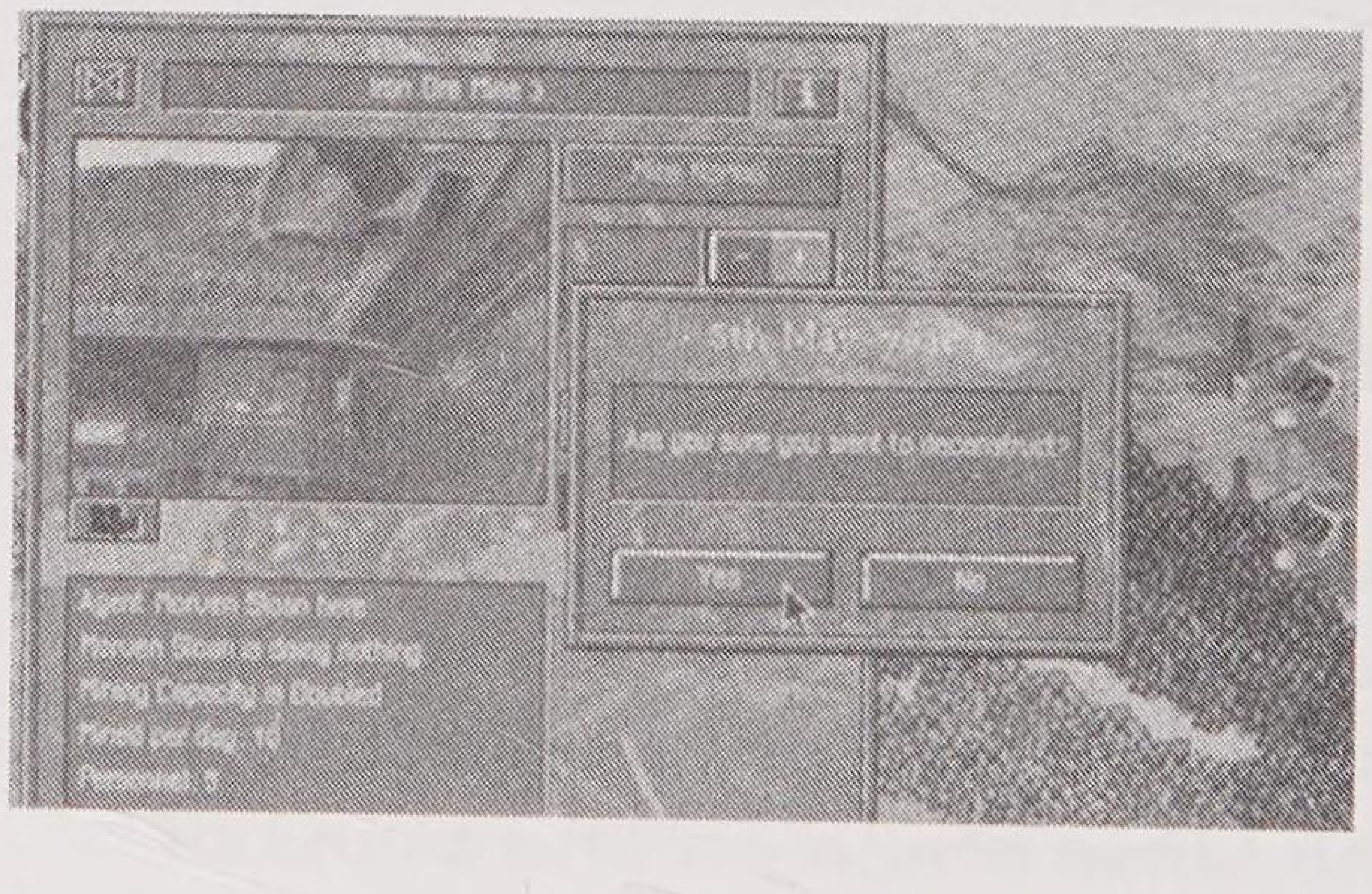
TIP: Dee also comes in handy during my drive to improve the island's four cities. Morv is the Construction agent for that operation. She builds a hospital, a college, and facilities for recreation and spirituality. But by the time she's on the third of the four cities, I find I'm running out of building materials, and that's where Dee comes in: I have him

import 500 more pieces of wood to the sawmill. That accomplished, Morv has the goods she needs to finish her work in the cities without having to wait for the sawmills to churn out enough of the building supplies.



24-03.
A third oil rig placed off the northern coast takes advantage of the pre-existing oil pumping station located nearby.

At this point, it's time to give something back to the island, to actually improve its environment. It may sound strange, but I start doing this by building yet another oil rig! I can switch to the 2-D map and click on the Oil button. The map reveals a concentration of oil lurking off the island's northern coast. This spot is doubly good in that it's already situated near an oil pumping station. I use Morv to build the rig and follow up by sending Doug out to the new site to accelerate production (Drill Double).



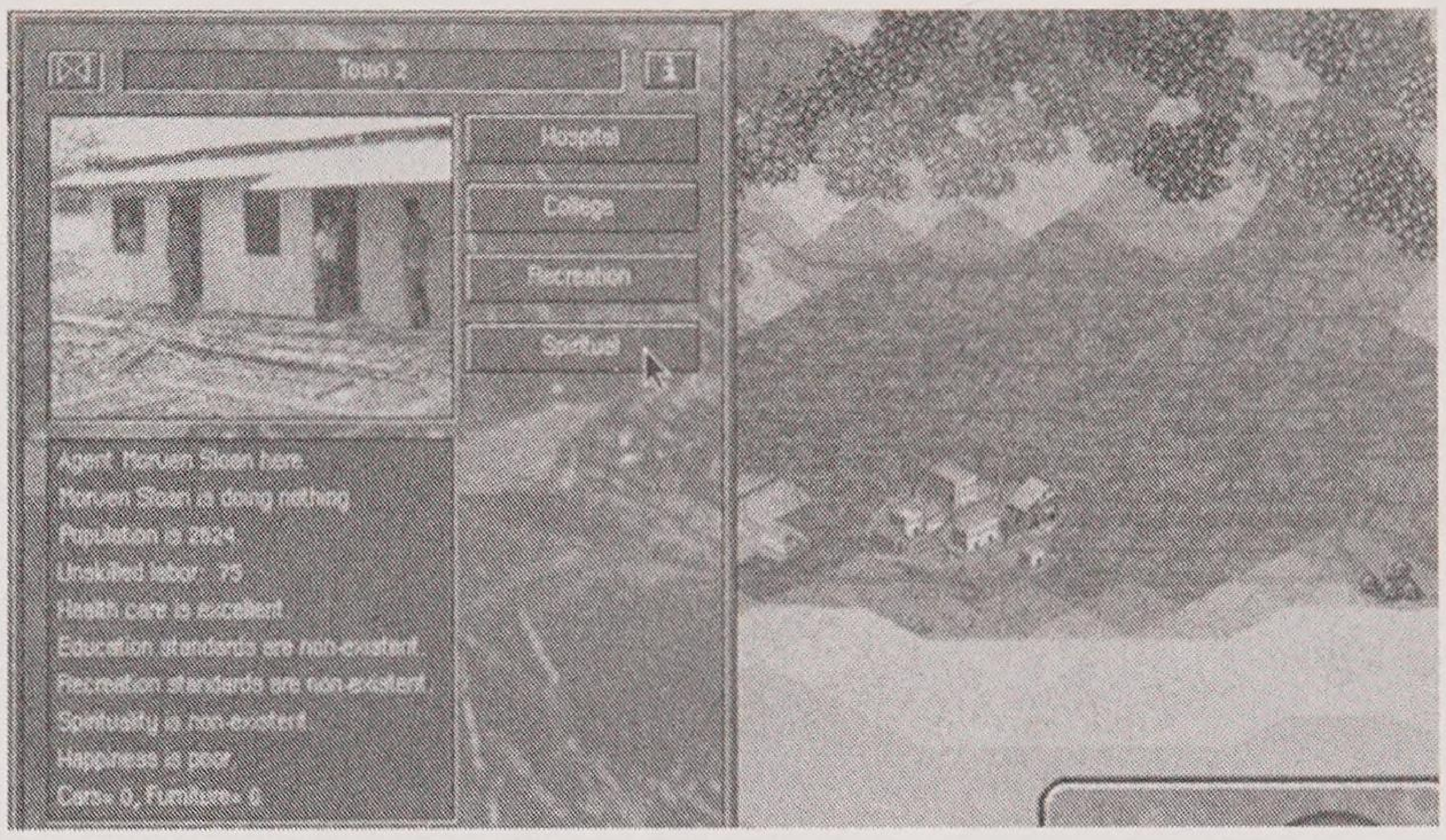
24-04.
By deconstructing all mines, Morv quickly reduces the island's pollution while appeasing environmentalists around the world.

Now, to help the environment. With my third oil operation in gear and my economy set, I can stop all the detrimental mining I've been doing. Morv helps me out with this by agreeing to travel around to the mines (both iron ore and coal) and selecting the Deconstruction option. This is the key step in lessening the blow that development has leveled on this island.

Improving the environment—and, consequently, the World Opinion indicator—is crucial to this mission, but it's not enough. The island's inhabitants must be made happy, or happier. To do this, I again call on Morv. This time out, I dispatch her to the town on the southwest corner of the island. I pull the same move there that I performed on the four established cities, i.e. laying the four cornerstones of progress (constructing a hospital and college, as well as recreational and spiritual facilities).

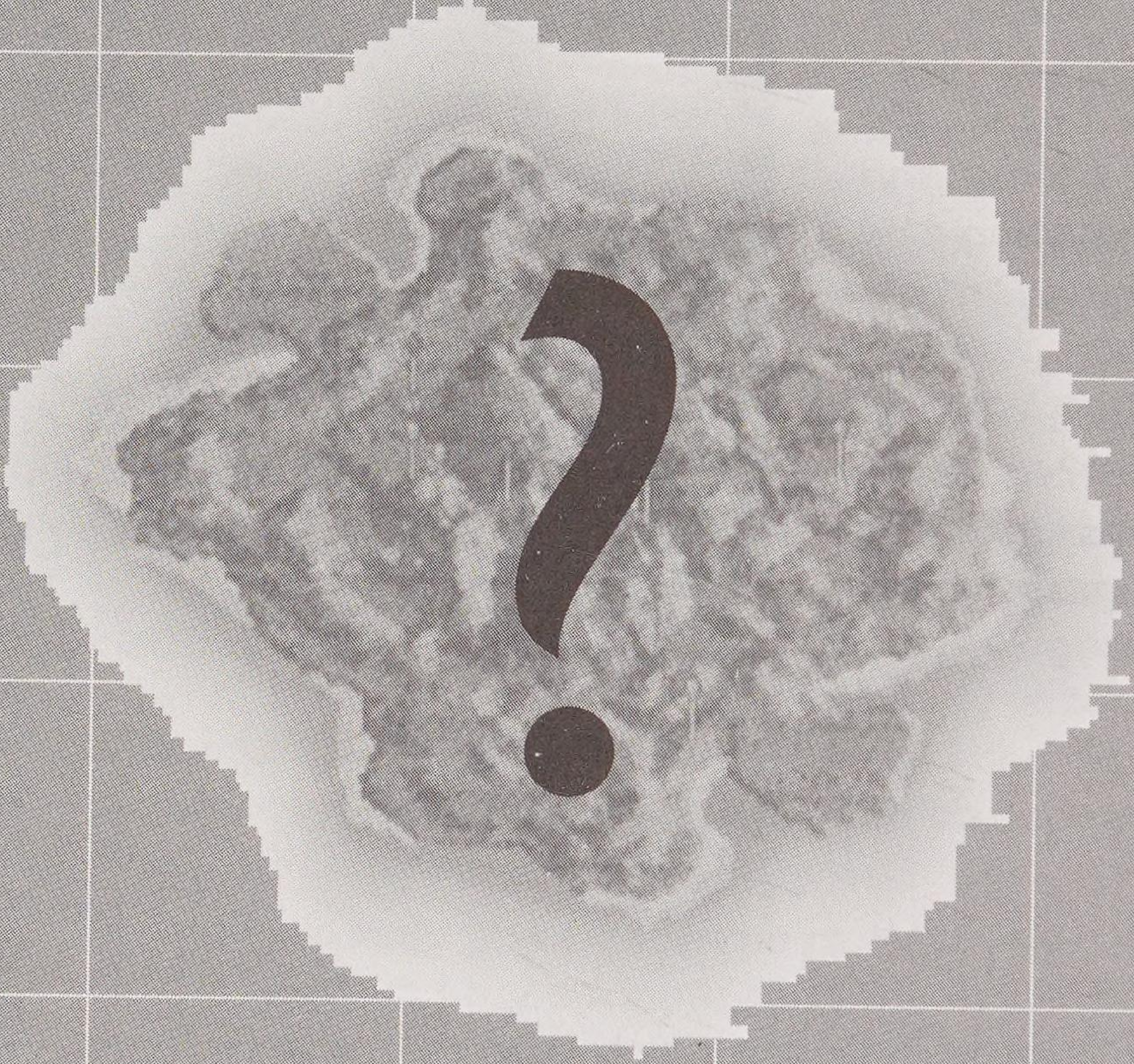
Things have improved on my little island for which I'm only too prepared to take credit. By enhancing the towns and cities and eliminating the damaging mining enterprises, I've been able to please my critics both at home and abroad.

Now, if I could just clear this mound of garbage off my desk.

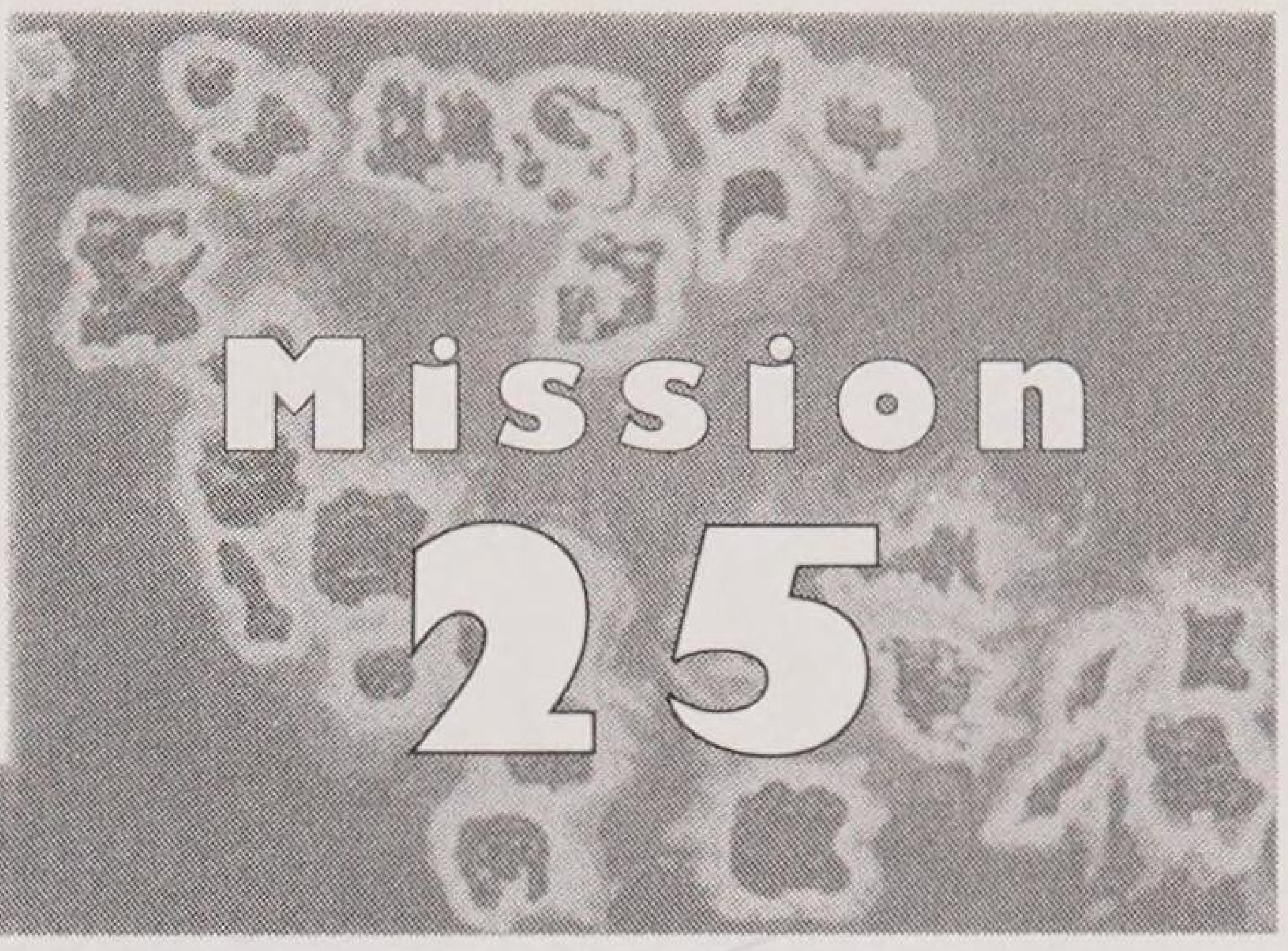


Agent Moruen Sloan here.
Moruen Sloan is doing nothing
Population is 2824
Unskilled labor: 75
Health care is excellent.
Education standards are non-existent.
Recreation standards are non-existent.
Spirituality is non-existent.
Happiness is poor.
Cars= 0, Furniture= 6

24-05.
Adding facilities to the town located in the southwest is the final step in boosting World Opinion to the required 75 percent.



Have fun!



Mission 25

Island Generator: Your World and Welcome To It

Mission Briefing

Choose this scenario to create a randomly generated island. There's no specific mission on this island, but the opportunity to explore and manipulate an unpredictable environment will hone your skills for other missions.

If I was dumped onto one of these randomly generated islands with a mission to accomplish, I certainly wouldn't be a happy camper. There's generally not a lot of action right up front. Thankfully, however, this isle is simply a place for me to build and create as I please, with no rules or regulations on my actions.

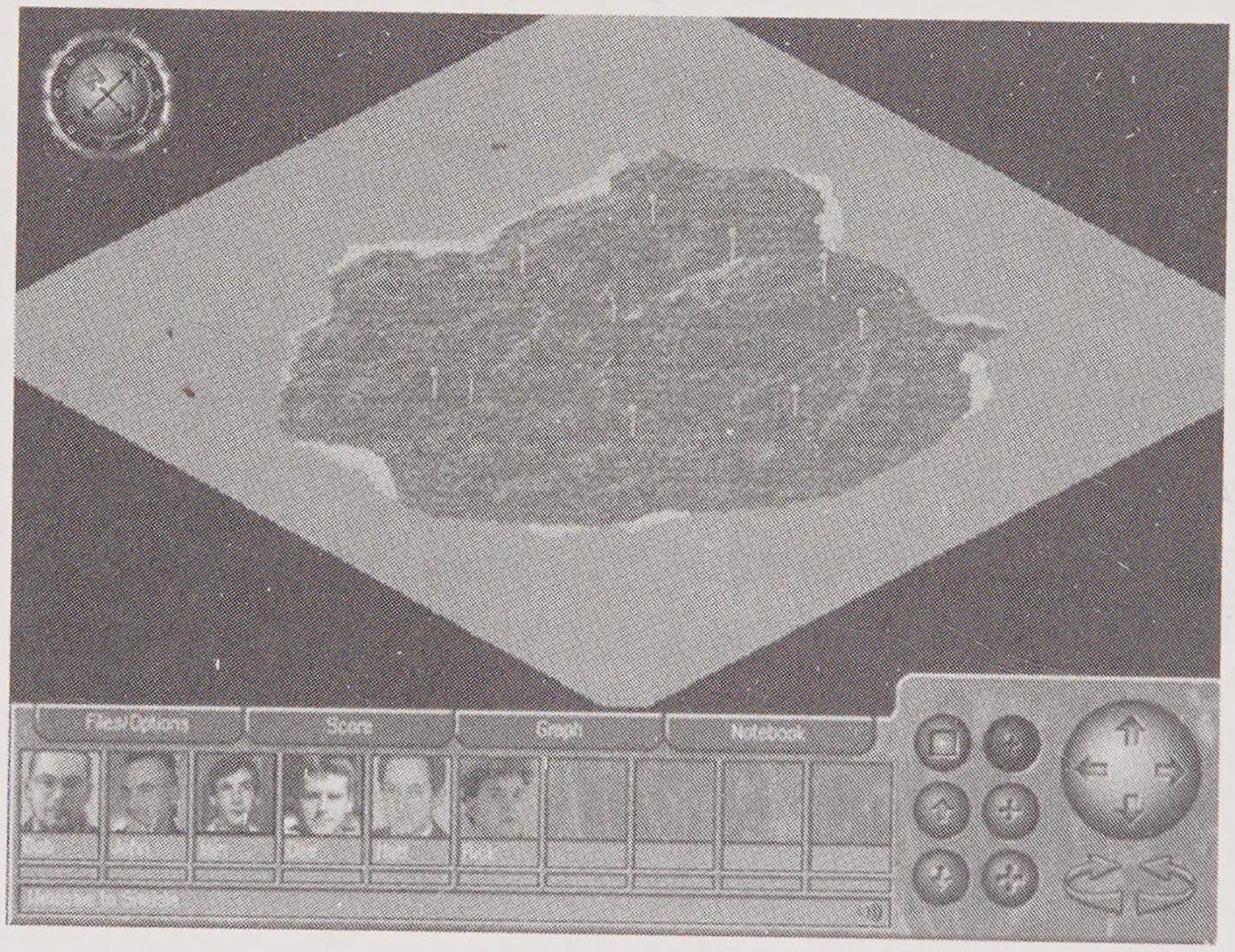


Figure 25-01. The Island Generator supplies these same agents each time you create a new island.

I'm provided with a helpful selection of agents as well as an Agent HQ once the island is created. But aside from a handful of villages and a healthy supply of EMUs, I'm given little else to work with. My only expense is that of the agents' salaries, so I don't have to worry about going into debt anytime soon, But it would be a good idea to ensure that anything I construct is part of a money-making venture. Since I do not yet have the resources necessary to begin an oil drilling operation or any sort of mining operation, tourism is the safest bet.

A sawmill is the first priority, and I can either link it to logging camps or simply have Dee (Negotiation) move there and import the wood I need. Then, by training Bob (Construction) to 77 percent at Agent HQ with help from Dee (Employment), I have the capacity to build a large airport which will really bring in the tourists. So Bob scouts out a nice clearing, preferably in proximity to a beach for hotels/resorts, and places a small airport which he immediately upgrades to a large airport. After adding four or five hotels near the airport, each with a capacity of 50-plus and a quality of 10, I soon have quite a money-making venture under way. One sizable (25-plus capacity) tourist attraction with an excitement factor of 20 sure seems to reel in the tourists and the dough.

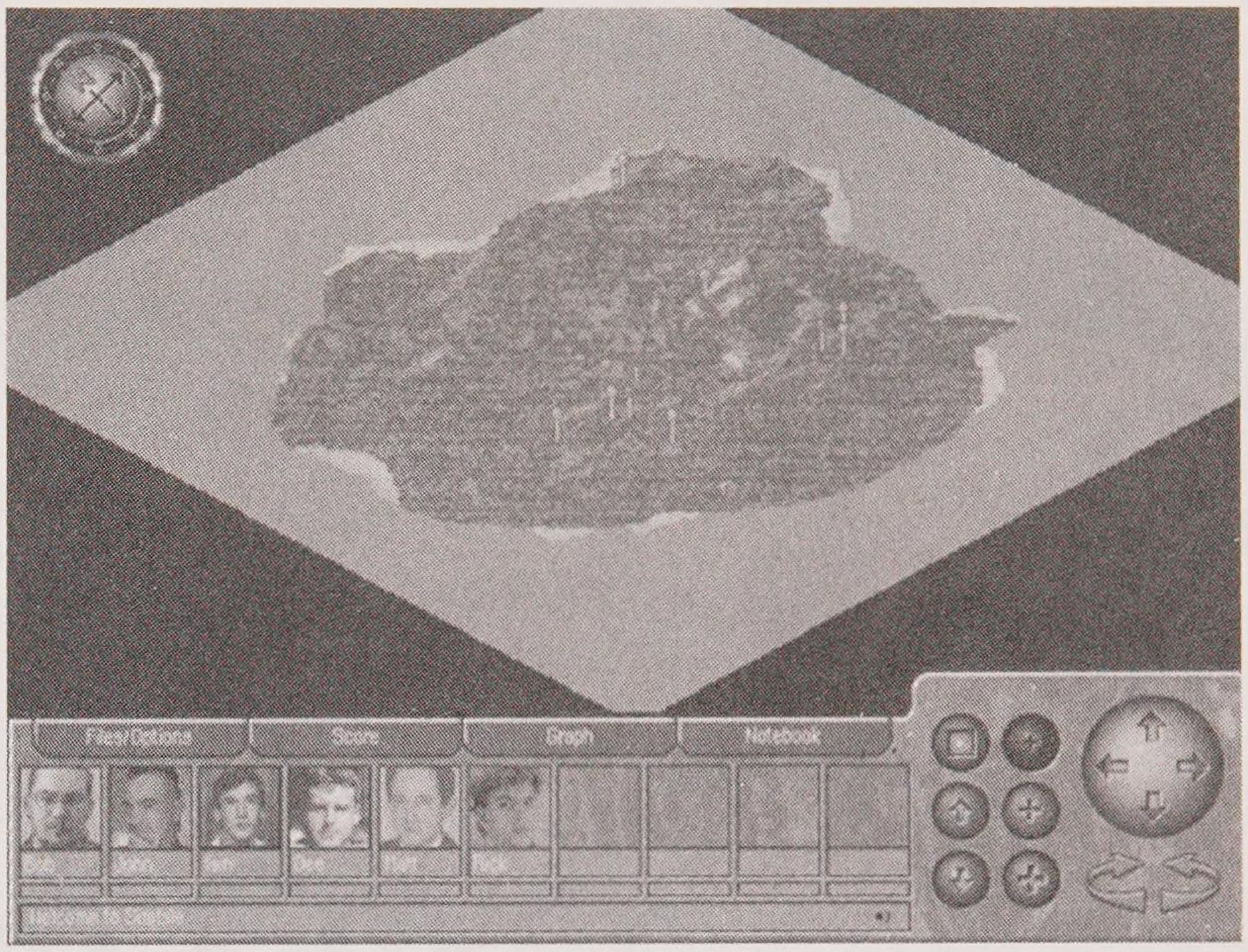


Figure 25-02. The Island Generator offers some variety ...

With the tourist industry up and running, I can go in any direction. One possibility would be to have Bob begin construction on a town that would hopefully one day blossom into a city and provide me with skilled laborers. I could also train Iain to 90 percent and then send him from village to village batch training the natives. This would provide a pool of unskilled laborers for Dee to hire from should I decide to turn my attention to mining or logging. Another possibility would be to train Rick (Exploration) up to 90 percent and use him to comb the island for all of its hidden treasures.

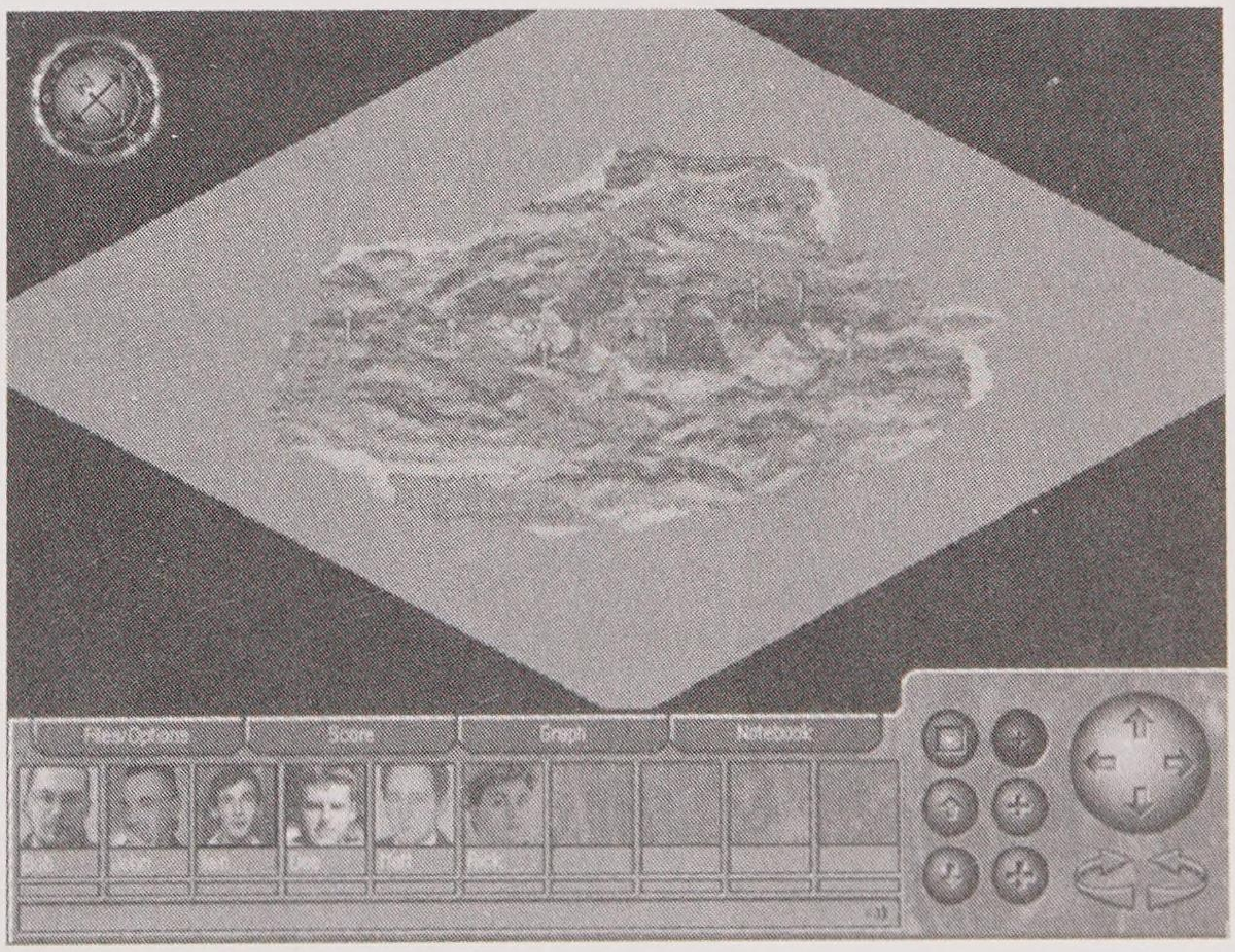


Figure 25-03. ... but does keep the same group of agents.

I suppose it's fitting that the final island is unlike the first 24: It seems to serve as a reward of sorts for my hard work up to this point. I can simply kick back and enjoy an isle without time constraints, world opinion, and industrial quotas. Ah, now this is what I thought a trip to a remote tropical island was supposed to be like in the first place!

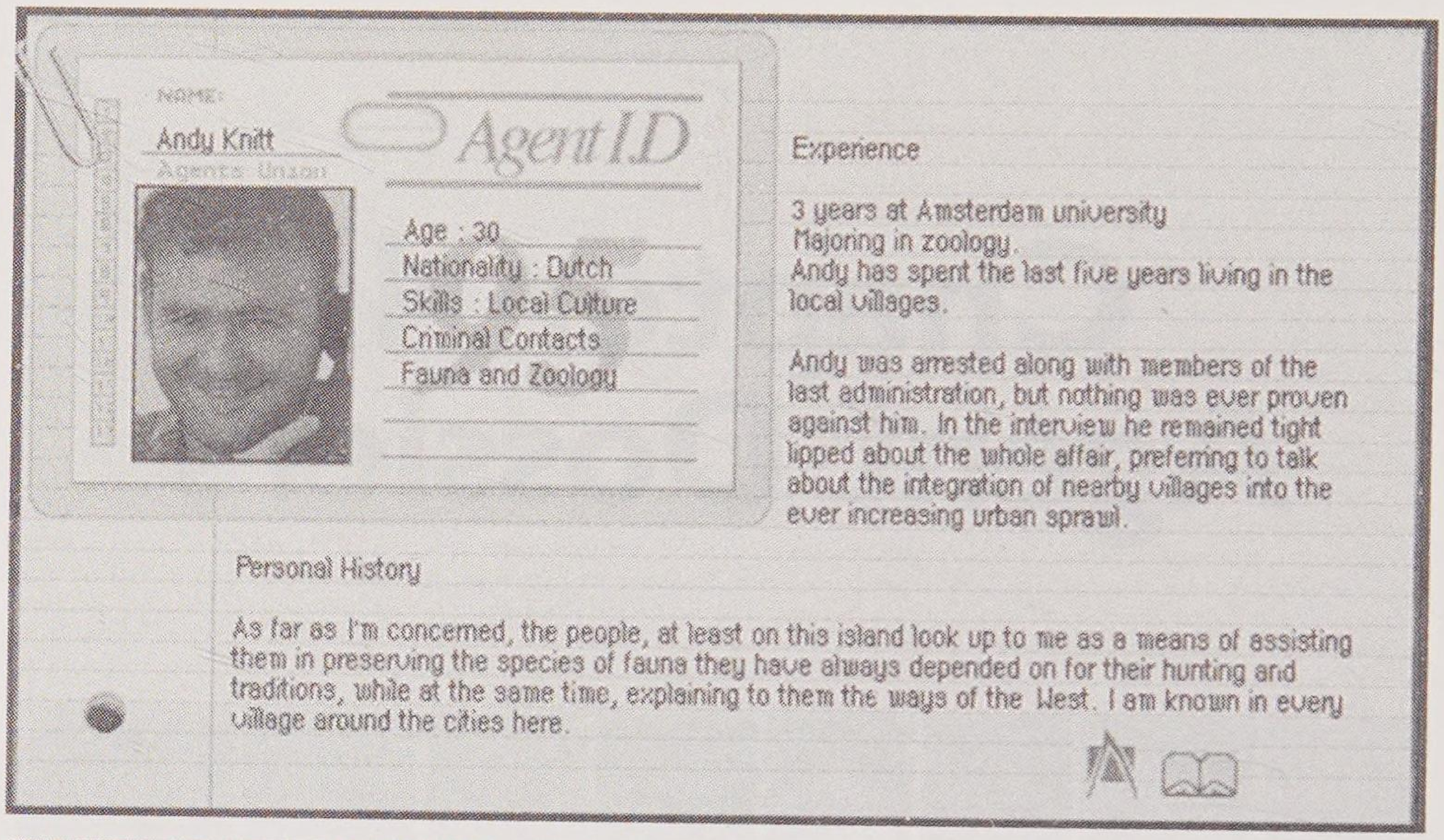
PART 3

Deep Cover

Chapter 4:
Agent Dossiers

For quick reference, the following pages contain the individual dossiers for each of SimIsle's agents, as found in the simulation's Notebook. They show not only the agents' abilities, but also biographical information on each.

Andy Knitt



NAME:
Andy Knitt

Age : 30
Nationality : Dutch
Skills : Local Culture
Criminal Contacts
Fauna and Zoology

Experience

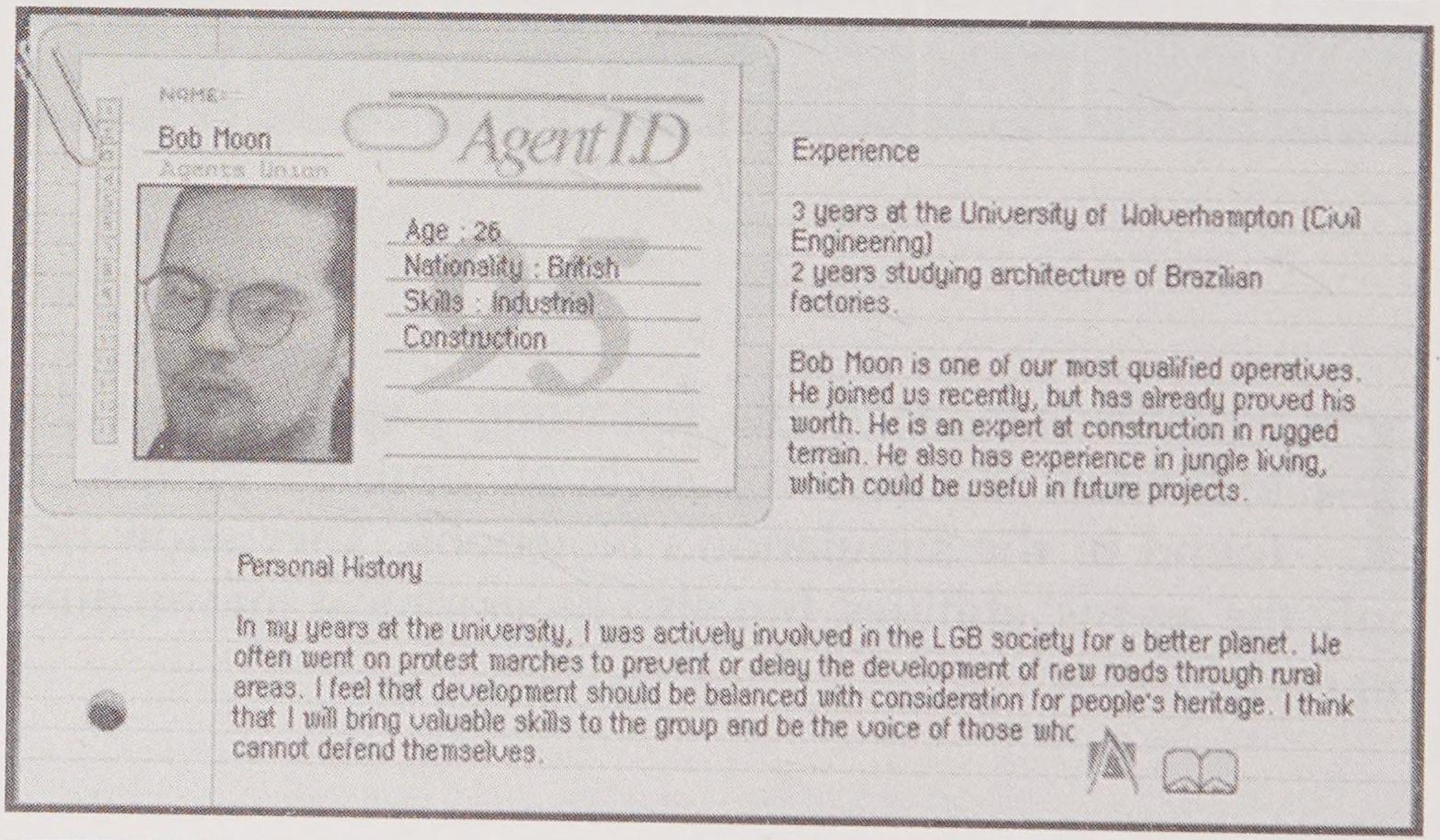
3 years at Amsterdam university
Majoring in zoology.
Andy has spent the last five years living in the local villages.

Andy was arrested along with members of the last administration, but nothing was ever proven against him. In the interview he remained tight lipped about the whole affair, preferring to talk about the integration of nearby villages into the ever increasing urban sprawl.

Personal History

As far as I'm concerned, the people, at least on this island look up to me as a means of assisting them in preserving the species of fauna they have always depended on for their hunting and traditions, while at the same time, explaining to them the ways of the West. I am known in every village around the cities here.

Bob Moon



NAME:
Bob Moon

Age : 26
Nationality : British
Skills : Industrial
Construction

Experience

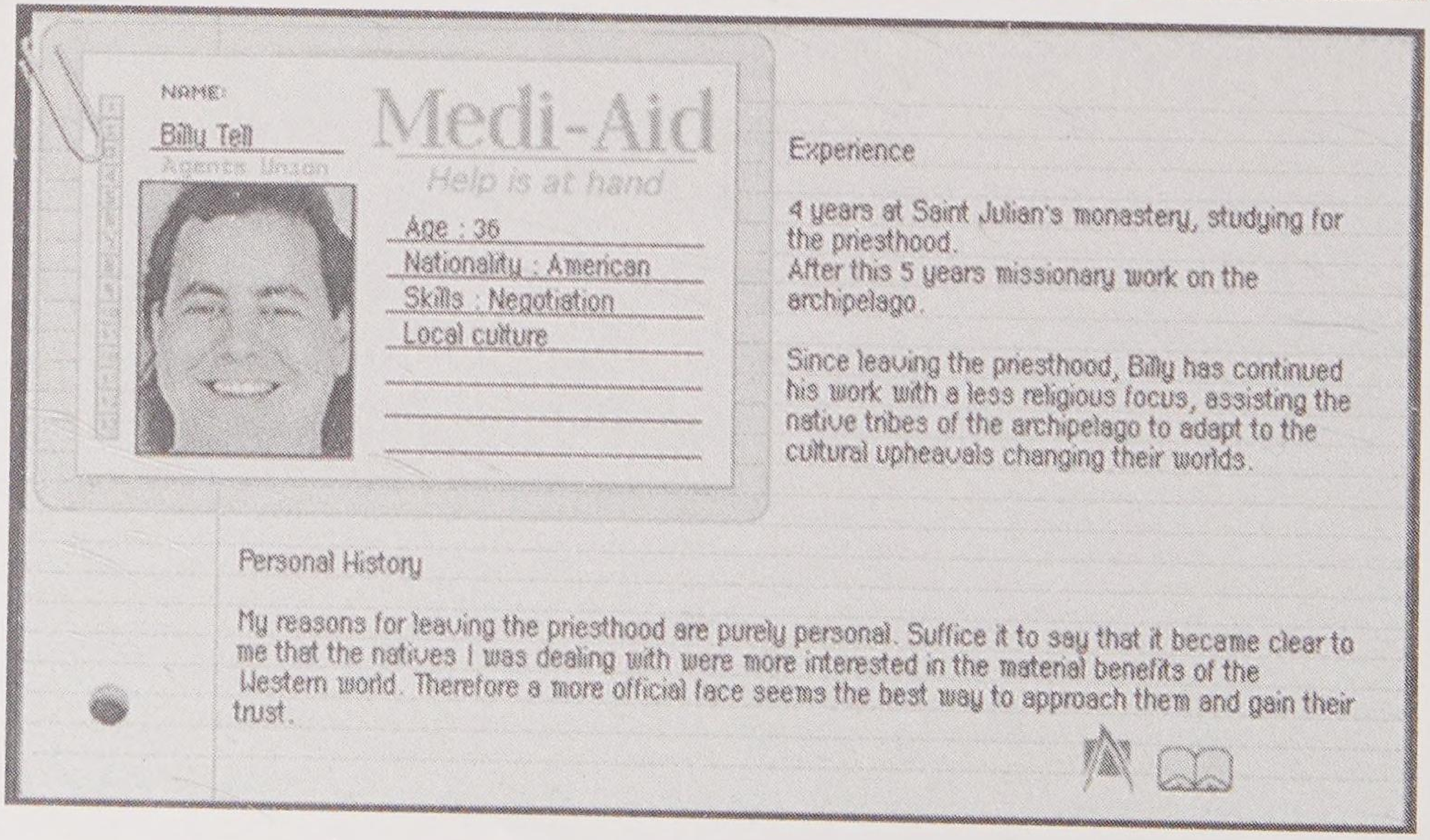
3 years at the University of Wolverhampton (Civil Engineering)
2 years studying architecture of Brazilian factories.

Bob Moon is one of our most qualified operatives. He joined us recently, but has already proved his worth. He is an expert at construction in rugged terrain. He also has experience in jungle living, which could be useful in future projects.

Personal History

In my years at the university, I was actively involved in the LGB society for a better planet. We often went on protest marches to prevent or deley the development of new roads through rural areas. I feel that development should be balanced with consideration for people's heritage. I think that I will bring valuable skills to the group and be the voice of those whc cannot defend themselves.

Billy Tell



NAME:
Billy Tell

Age : 36
Nationality : American
Skills : Negotiation
Local culture

Experience

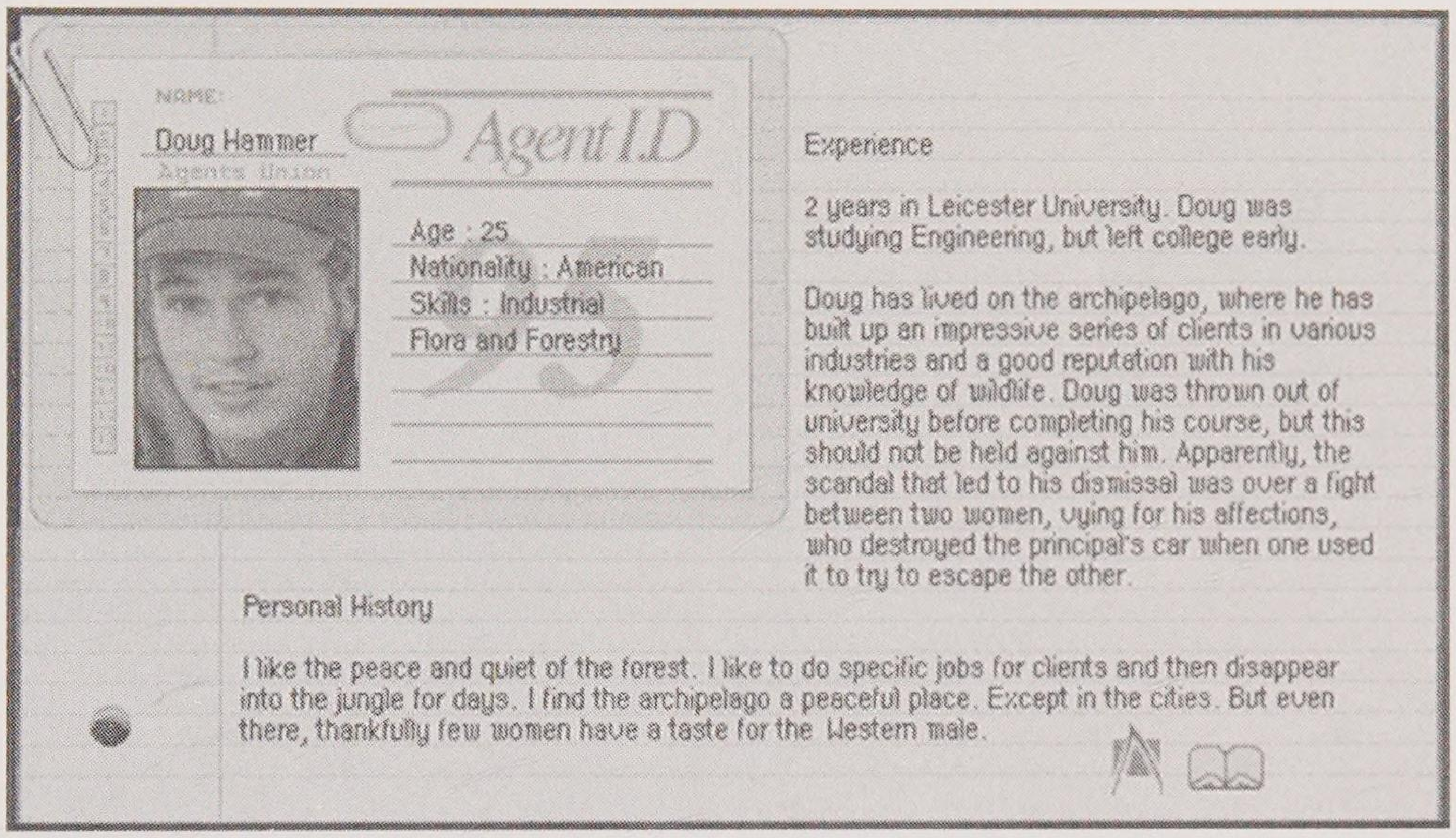
4 years at Saint Julian's monastery, studying for the priesthood.
After this 5 years missionary work on the archipelago.

Since leaving the priesthood, Billy has continued his work with a less religious focus, assisting the native tribes of the archipelago to adapt to the cultural upheavals changing their worlds.

Personal History

My reasons for leaving the priesthood are purely personal. Suffice it to say that it became clear to me that the natives I was dealing with were more interested in the material benefits of the Western world. Therefore a more official face seems the best way to approach them and gain their trust.

Doug Hammer



Doug Hammer

Age : 25
Nationality : American
Skills : Industrial
Flora and Forestry

Experience

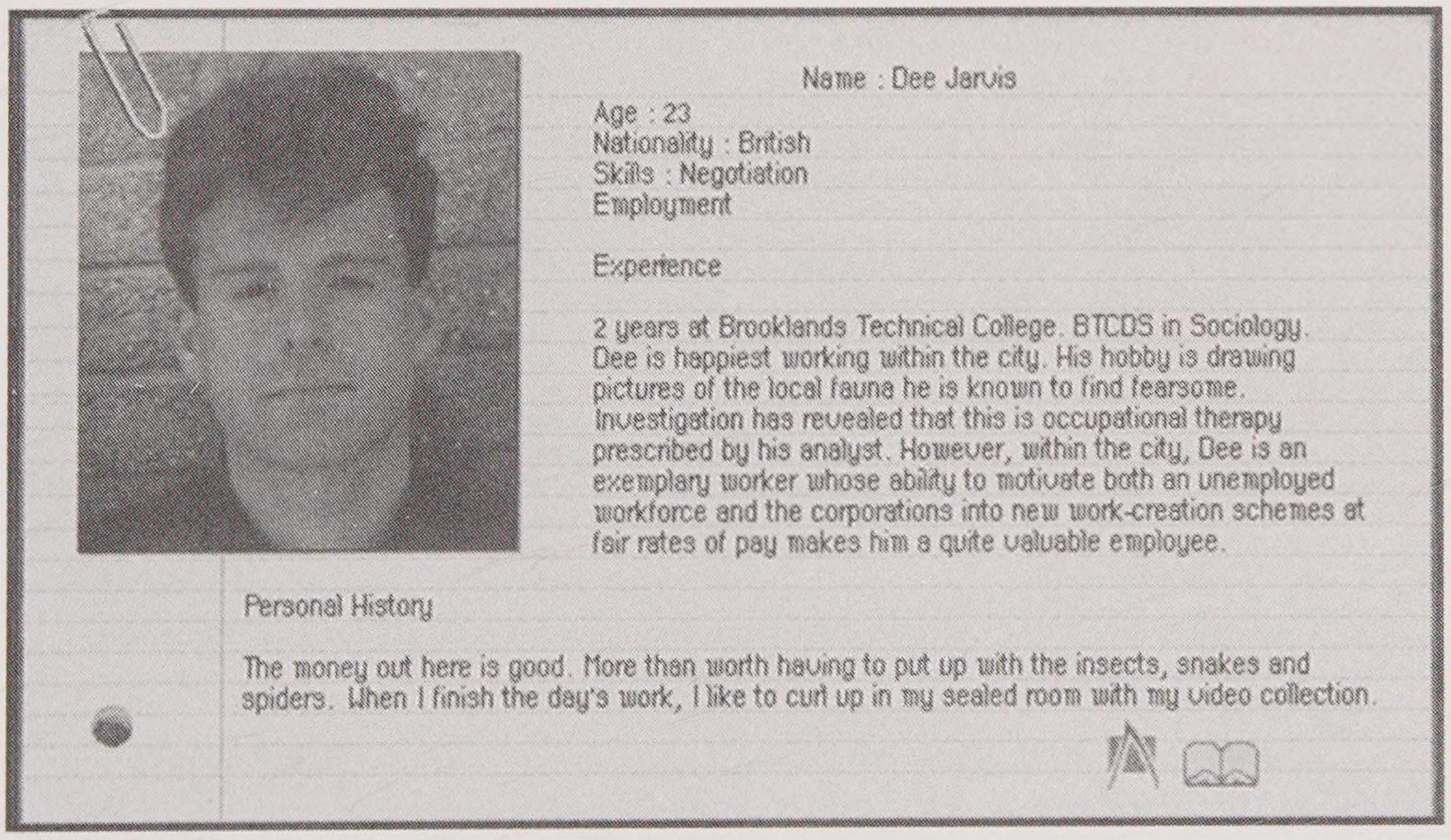
2 years in Leicester University. Doug was studying Engineering, but left college early.

Doug has lived on the archipelago, where he has built up an impressive series of clients in various industries and a good reputation with his knowledge of wildlife. Doug was thrown out of university before completing his course, but this should not be held against him. Apparently, the scandal that led to his dismissal was over a fight between two women, vying for his affections, who destroyed the principal's car when one used it to try to escape the other.

Personal History

I like the peace and quiet of the forest. I like to do specific jobs for clients and then disappear into the jungle for days. I find the archipelago a peaceful place. Except in the cities. But even there, thankfully few women have a taste for the Western male.

Dee Jarvis



Name : Dee Jarvis
Age : 23
Nationality : British
Skills : Negotiation
Employment

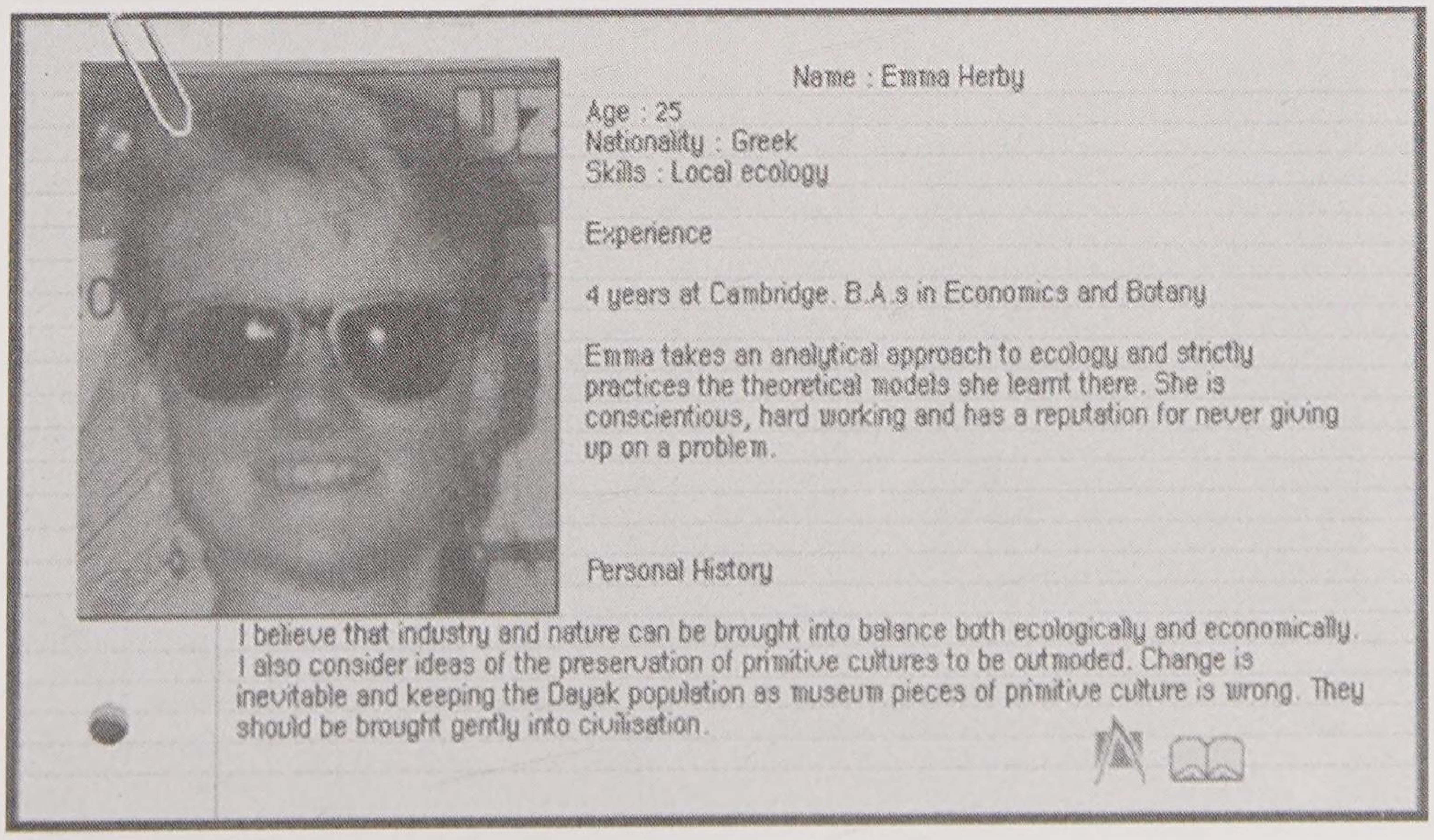
Experience

2 years at Brooklands Technical College. BTCDS in Sociology. Dee is happiest working within the city. His hobby is drawing pictures of the local fauna he is known to find fearsome. Investigation has revealed that this is occupational therapy prescribed by his analyst. However, within the city, Dee is an exemplary worker whose ability to motivate both an unemployed workforce and the corporations into new work-creation schemes at fair rates of pay makes him a quite valuable employee.

Personal History

The money out here is good. More than worth having to put up with the insects, snakes and spiders. When I finish the day's work, I like to curl up in my sealed room with my video collection.

Emma Herby



Name : Emma Herby
Age : 25
Nationality : Greek
Skills : Local ecology

Experience

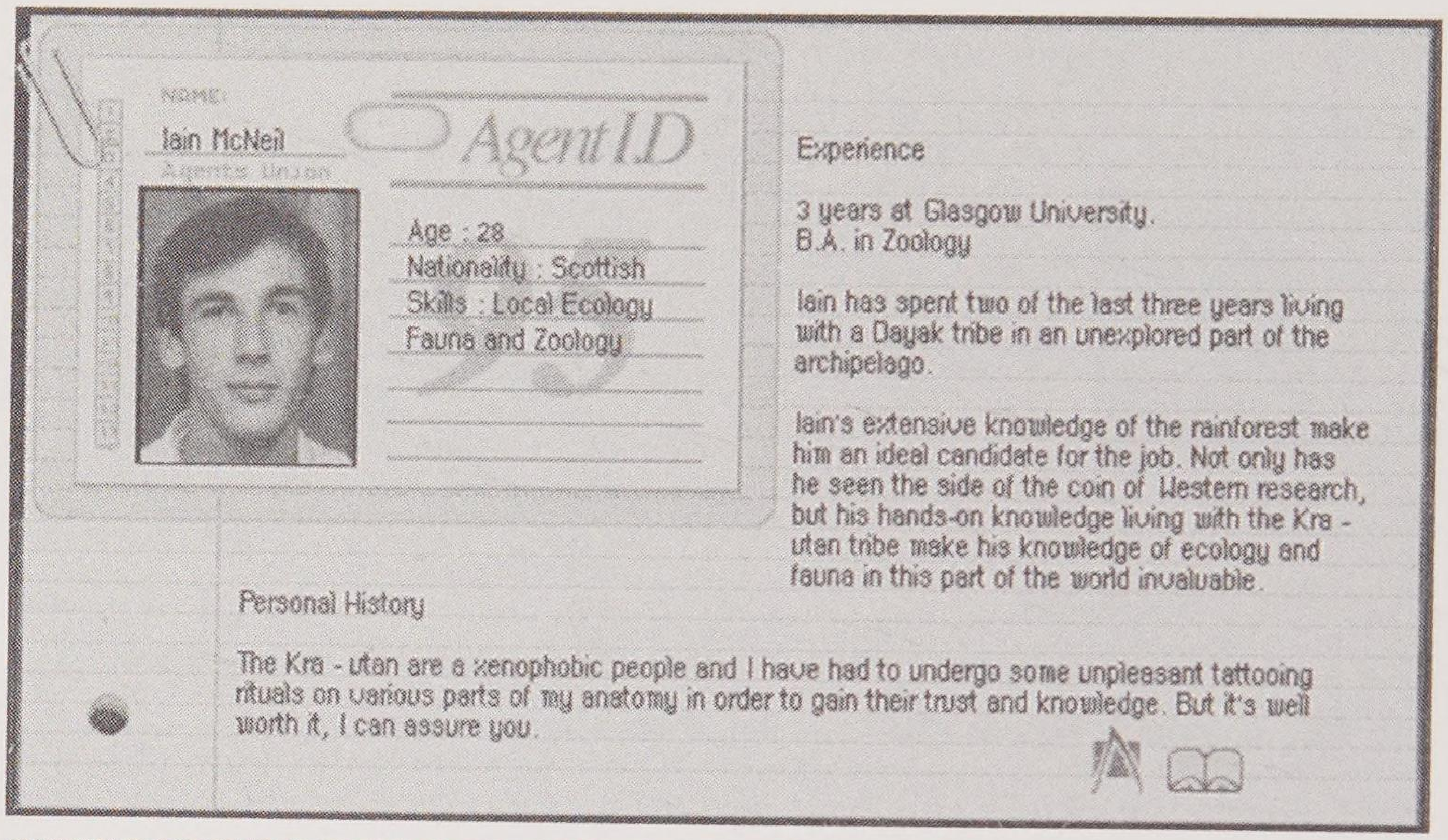
4 years at Cambridge. B.A.s in Economics and Botany

Emma takes an analytical approach to ecology and strictly practices the theoretical models she learnt there. She is conscientious, hard working and has a reputation for never giving up on a problem.

Personal History

I believe that industry and nature can be brought into balance both ecologically and economically. I also consider ideas of the preservation of primitive cultures to be outmoded. Change is inevitable and keeping the Dayak population as museum pieces of primitive culture is wrong. They should be brought gently into civilisation.

Iain McNeil



Iain McNeil

Age : 28
Nationality : Scottish
Skills : Local Ecology
Fauna and Zoology

Experience

3 years at Glasgow University.
B.A. in Zoology

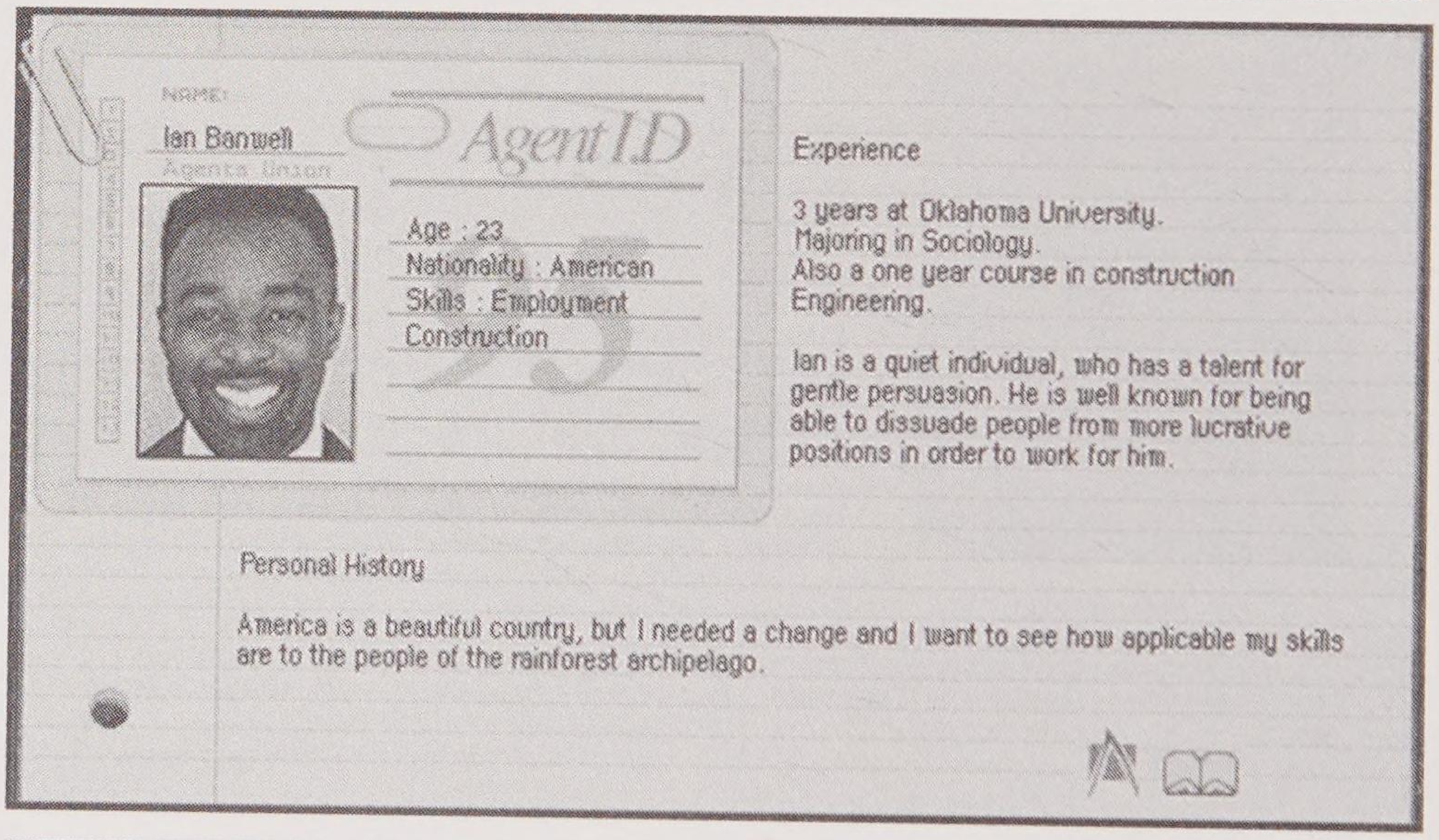
Iain has spent two of the last three years living with a Dayak tribe in an unexplored part of the archipelago.

Iain's extensive knowledge of the rainforest make him an ideal candidate for the job. Not only has he seen the side of the coin of Western research, but his hands-on knowledge living with the Kra - utan tribe make his knowledge of ecology and fauna in this part of the world invaluable.

Personal History

The Kra - utan are a xenophobic people and I have had to undergo some unpleasant tattooing rituals on various parts of my anatomy in order to gain their trust and knowledge. But it's well worth it, I can assure you.

Ian Banwell



Ian Banwell

Age : 23
Nationality : American
Skills : Employment
Construction

Experience

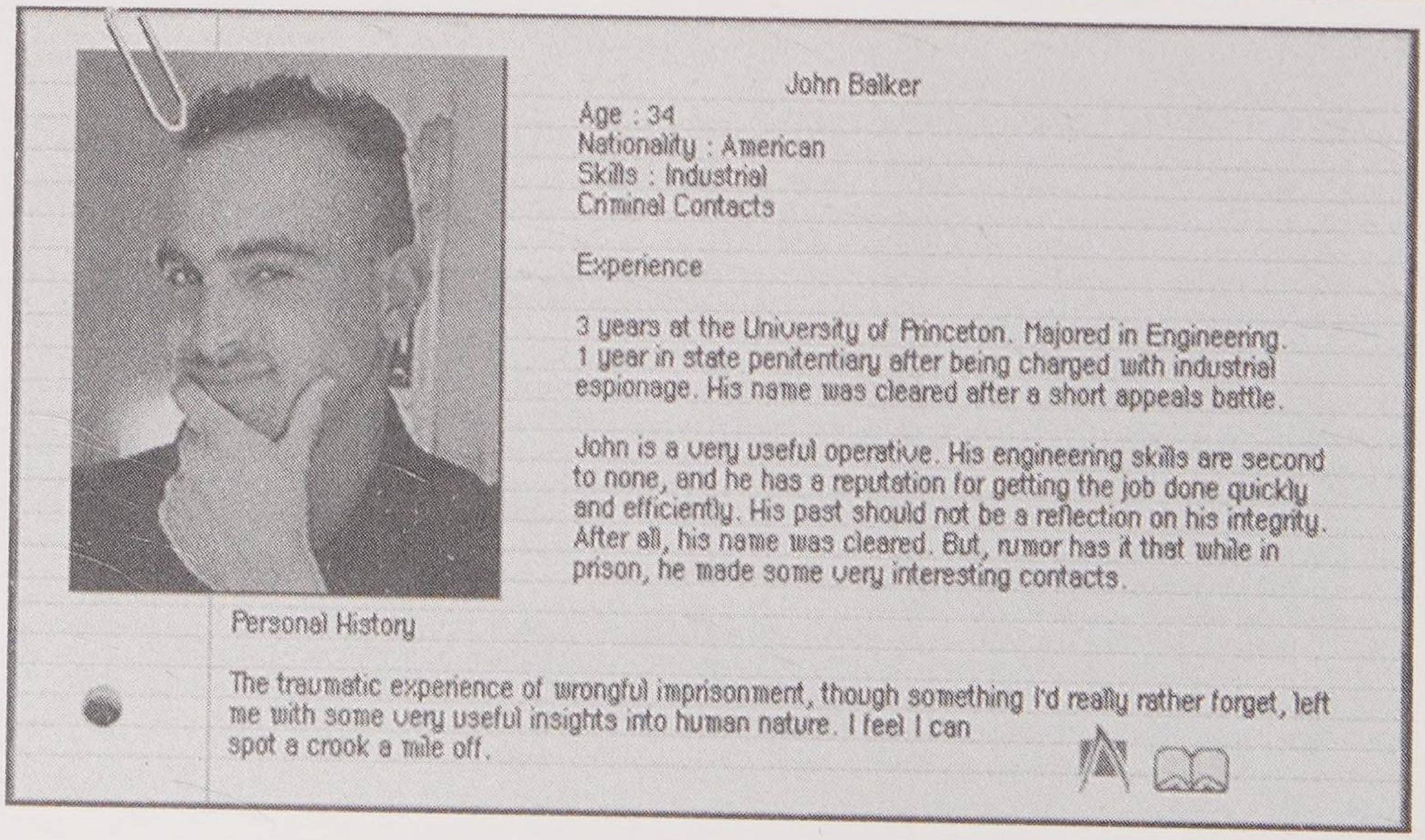
3 years at Oklahoma University.
Majoring in Sociology.
Also a one year course in construction Engineering.

Ian is a quiet individual, who has a talent for gentle persuasion. He is well known for being able to dissuade people from more lucrative positions in order to work for him.

Personal History

America is a beautiful country, but I needed a change and I want to see how applicable my skills are to the people of the rainforest archipelago.

John Balker



John Balker
Age : 34
Nationality : American
Skills : Industrial
Criminal Contacts

Experience

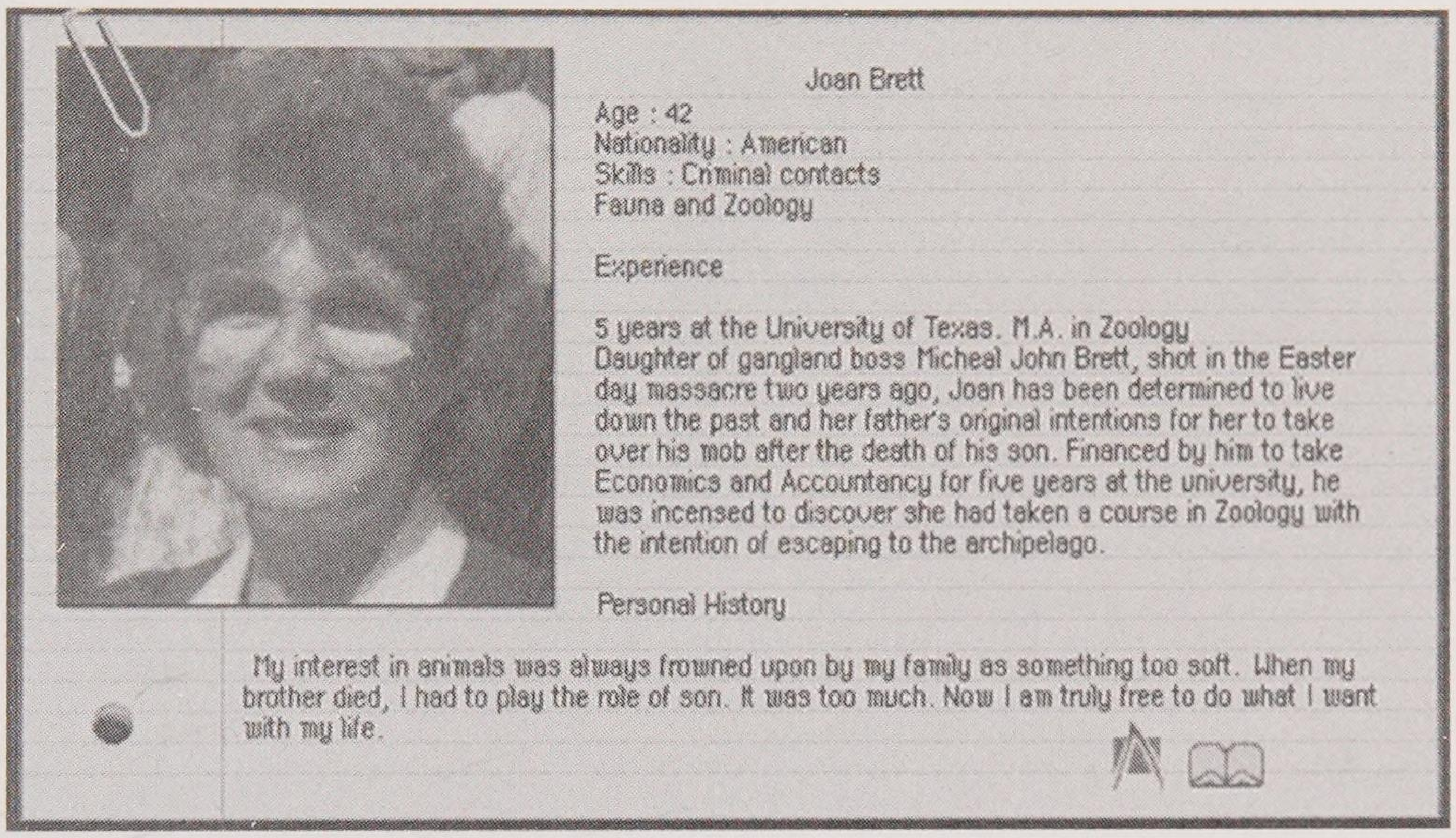
3 years at the University of Princeton. Majored in Engineering.
1 year in state penitentiary after being charged with industrial espionage. His name was cleared after a short appeals battle.

John is a very useful operative. His engineering skills are second to none, and he has a reputation for getting the job done quickly and efficiently. His past should not be a reflection on his integrity. After all, his name was cleared. But, rumor has it that while in prison, he made some very interesting contacts.

Personal History

The traumatic experience of wrongful imprisonment, though something I'd really rather forget, left me with some very useful insights into human nature. I feel I can spot a crook a mile off.

Joan Brett



Joan Brett
Age : 42
Nationality : American
Skills : Criminal contacts
Fauna and Zoology

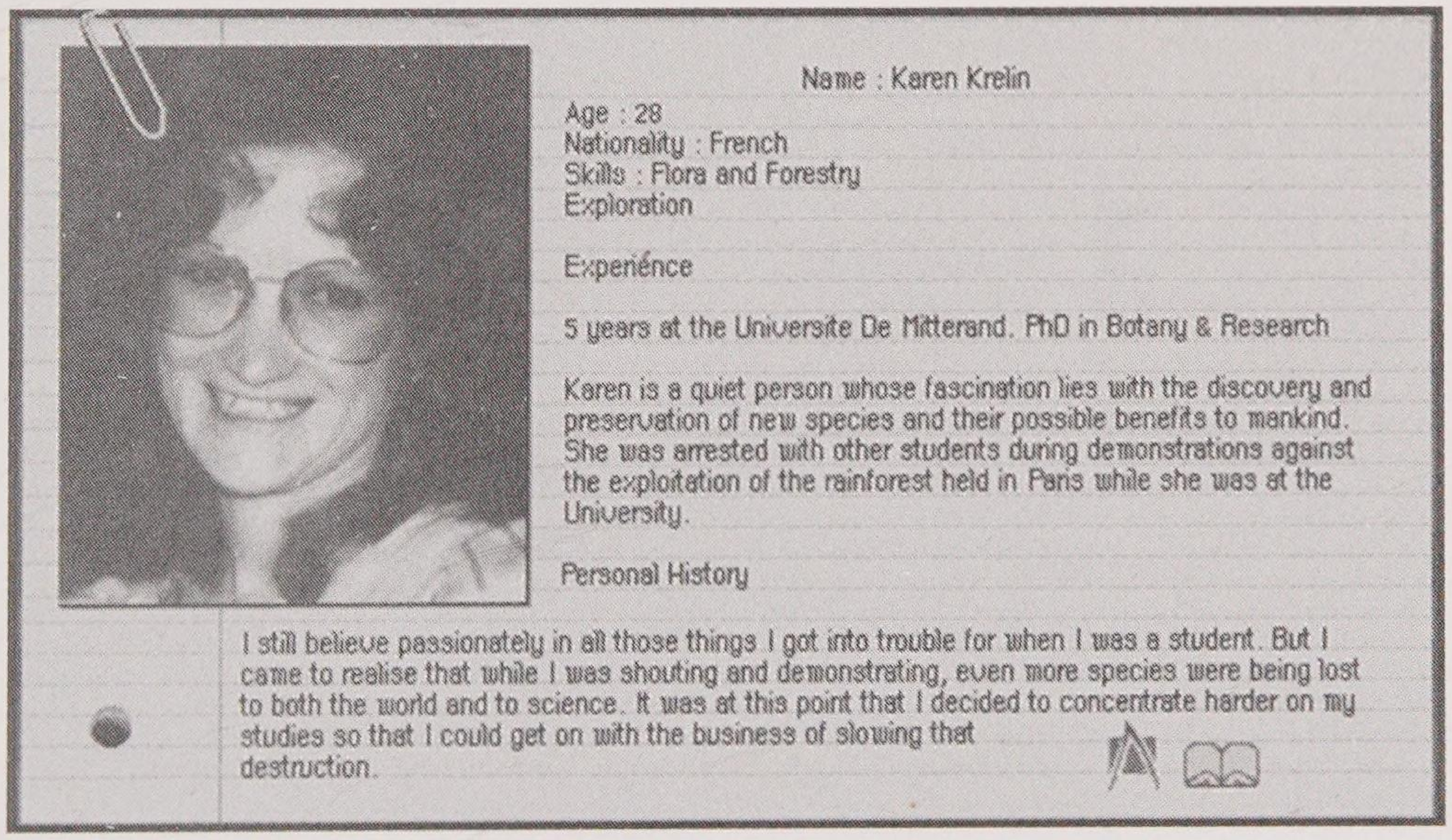
Experience

5 years at the University of Texas. M.A. in Zoology
Daughter of gangland boss Micheal John Brett, shot in the Easter day massacre two years ago, Joan has been determined to live down the past and her father's original intentions for her to take over his mob after the death of his son. Financed by him to take Economics and Accountancy for five years at the university, he was incensed to discover she had taken a course in Zoology with the intention of escaping to the archipelago.

Personal History

My interest in animals was always frowned upon by my family as something too soft. When my brother died, I had to play the role of son. It was too much. Now I am truly free to do what I want with my life.

Karen Krelin



Name : Karen Krelin
Age : 28
Nationality : French
Skills : Flora and Forestry
Exploration

Experience

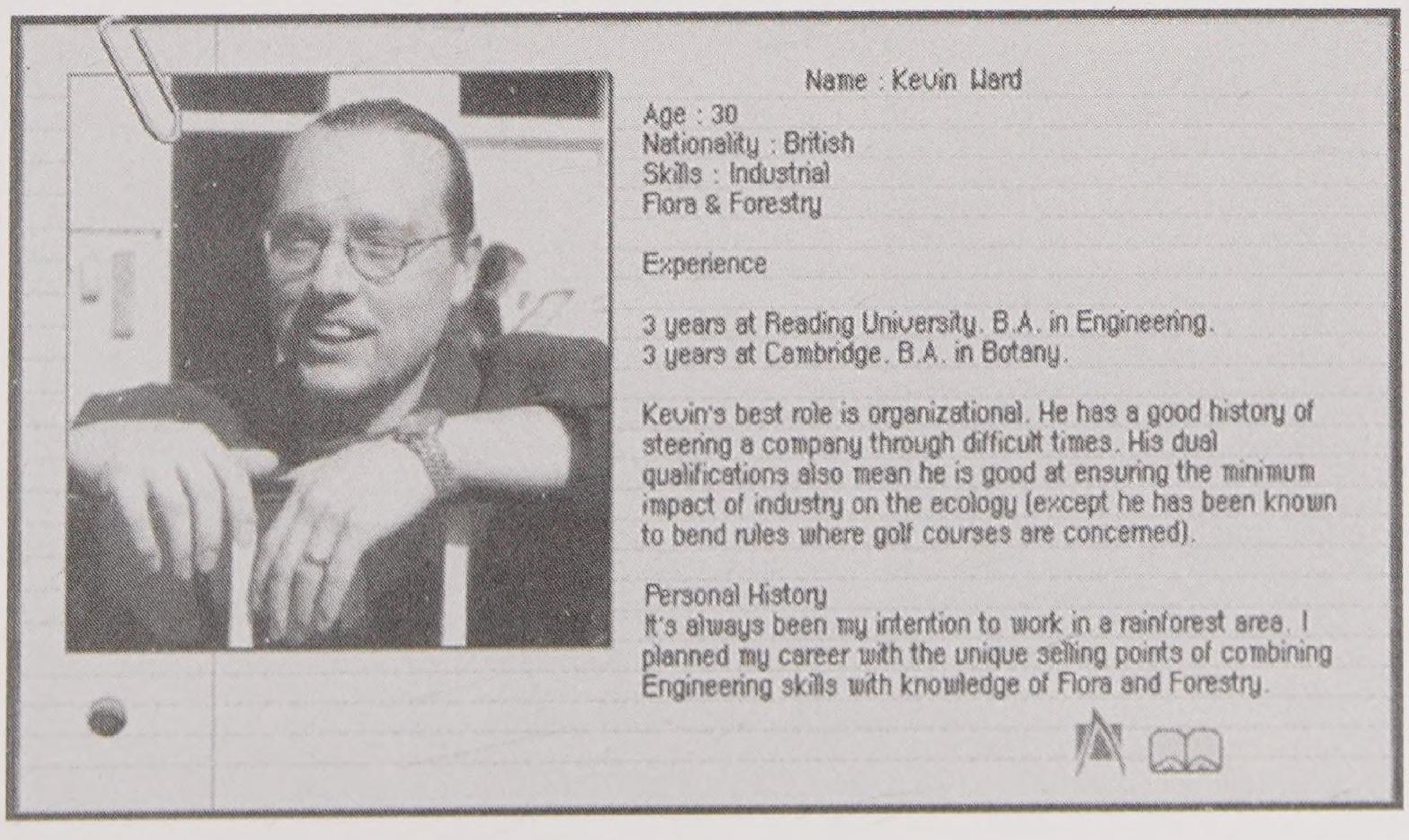
5 years at the Universite De Mitterand. PhD in Botany & Research

Karen is a quiet person whose fascination lies with the discovery and preservation of new species and their possible benefits to mankind. She was arrested with other students during demonstrations against the exploitation of the rainforest held in Paris while she was at the University.

Personal History

I still believe passionately in all those things I got into trouble for when I was a student. But I came to realise that while I was shouting and demonstrating, even more species were being lost to both the world and to science. It was at this point that I decided to concentrate harder on my studies so that I could get on with the business of slowing that destruction.

Kevin Ward



Name : Kevin Ward
Age : 30
Nationality : British
Skills : Industrial
Flora & Forestry

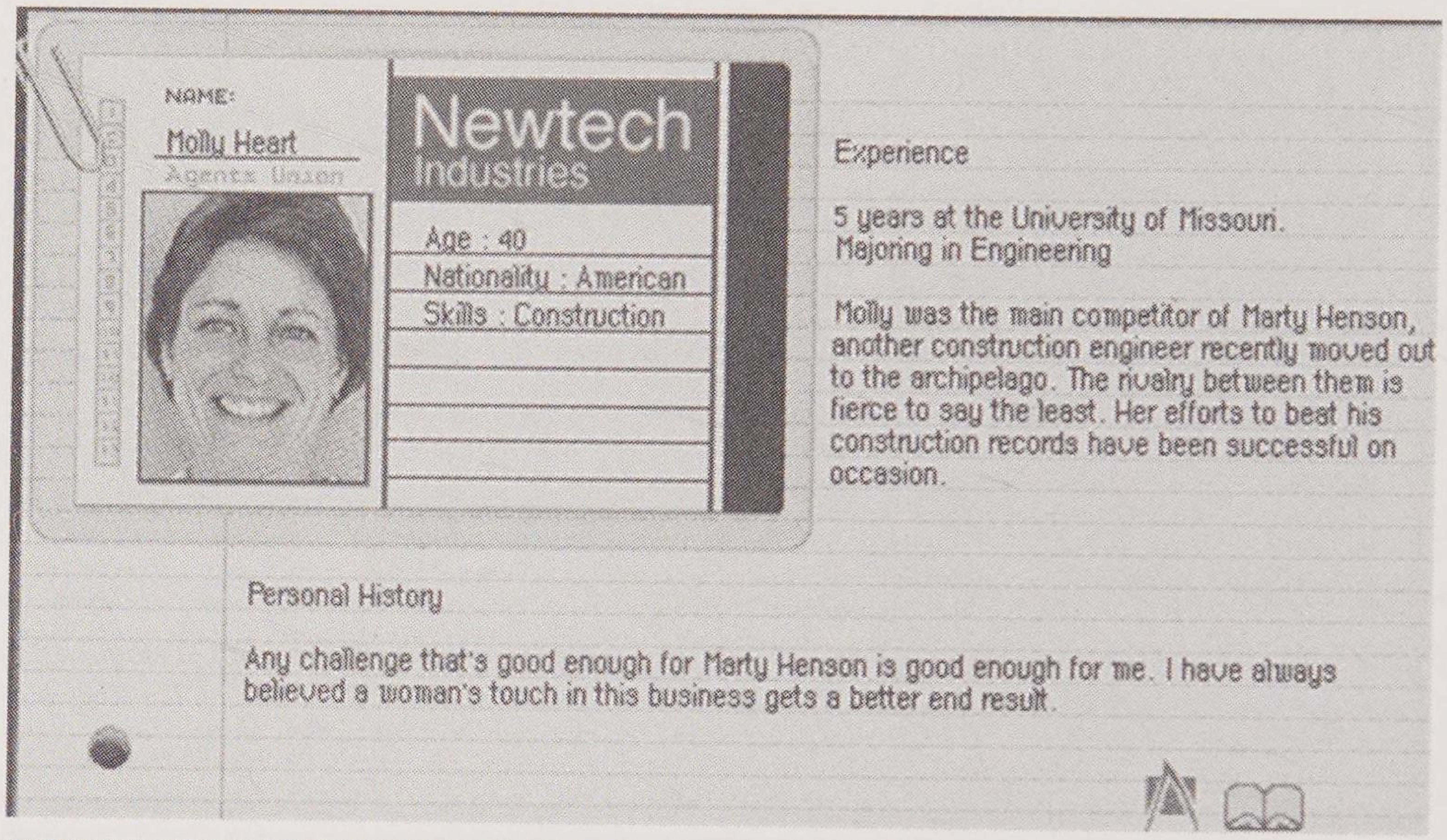
Experience

3 years at Reading University. B.A. in Engineering.
3 years at Cambridge. B.A. in Botany.

Kevin's best role is organizational. He has a good history of steering a company through difficult times. His dual qualifications also mean he is good at ensuring the minimum impact of industry on the ecology (except he has been known to bend rules where golf courses are concerned).

Personal History
It's always been my intention to work in a rainforest area. I planned my career with the unique selling points of combining Engineering skills with knowledge of Flora and Forestry.

Molly Heart



NAME:
Molly Heart
Agents Union

Newtech Industries

Age : 40
Nationality : American
Skills : Construction

Experience

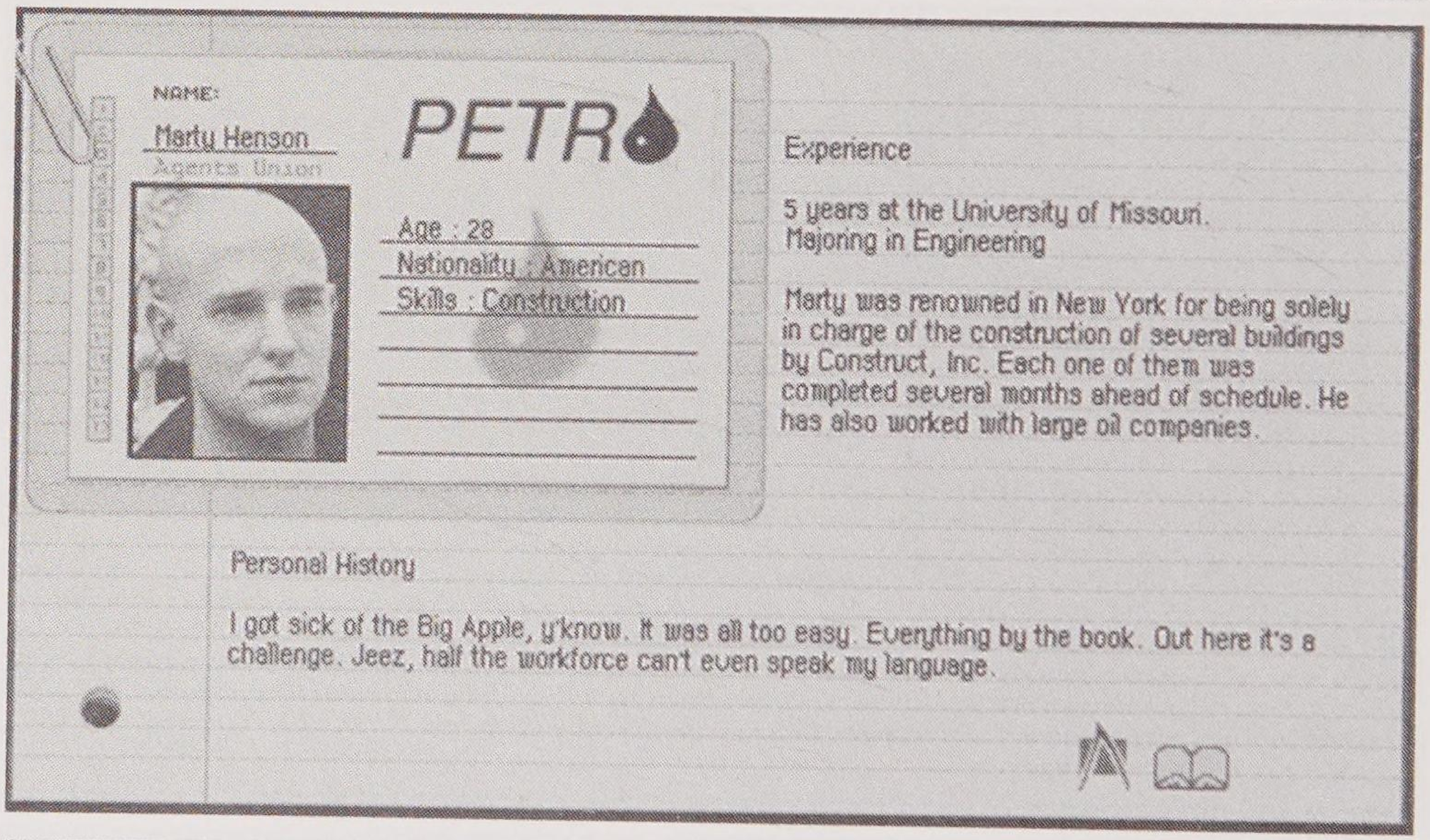
5 years at the University of Missouri.
Majoring in Engineering

Molly was the main competitor of Marty Henson, another construction engineer recently moved out to the archipelago. The rivalry between them is fierce to say the least. Her efforts to beat his construction records have been successful on occasion.

Personal History

Any challenge that's good enough for Marty Henson is good enough for me. I have always believed a woman's touch in this business gets a better end result.

Marty Henson



NAME:
Marty Henson
Agents Union

PETRO

Age : 28
Nationality : American
Skills : Construction

Experience

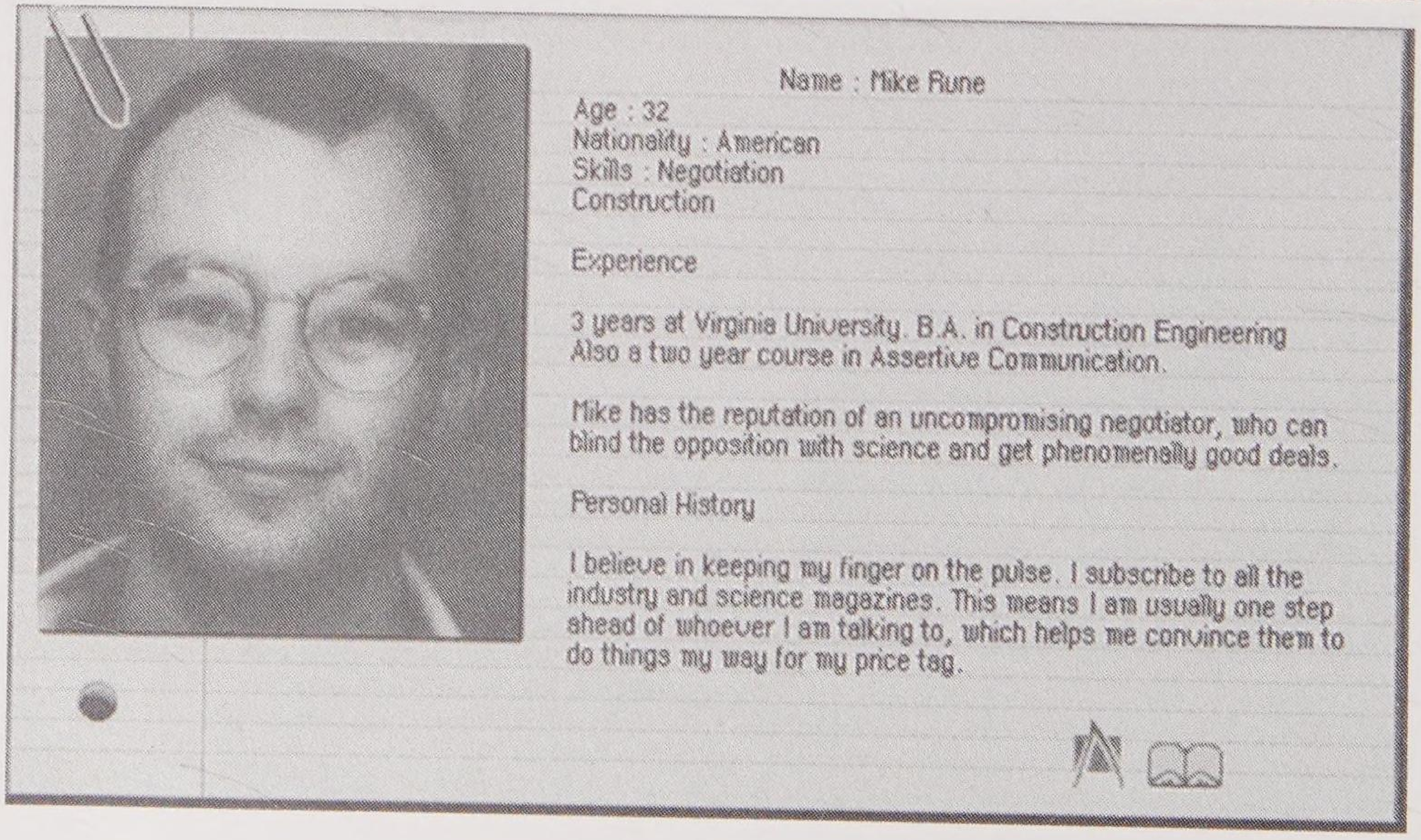
5 years at the University of Missouri.
Majoring in Engineering

Marty was renowned in New York for being solely in charge of the construction of several buildings by Construct, Inc. Each one of them was completed several months ahead of schedule. He has also worked with large oil companies.

Personal History

I got sick of the Big Apple, y'know. It was all too easy. Everything by the book. Out here it's a challenge. Jeez, half the workforce can't even speak my language.

Mike Rune



Name : Mike Rune
Age : 32
Nationality : American
Skills : Negotiation
Construction

Experience

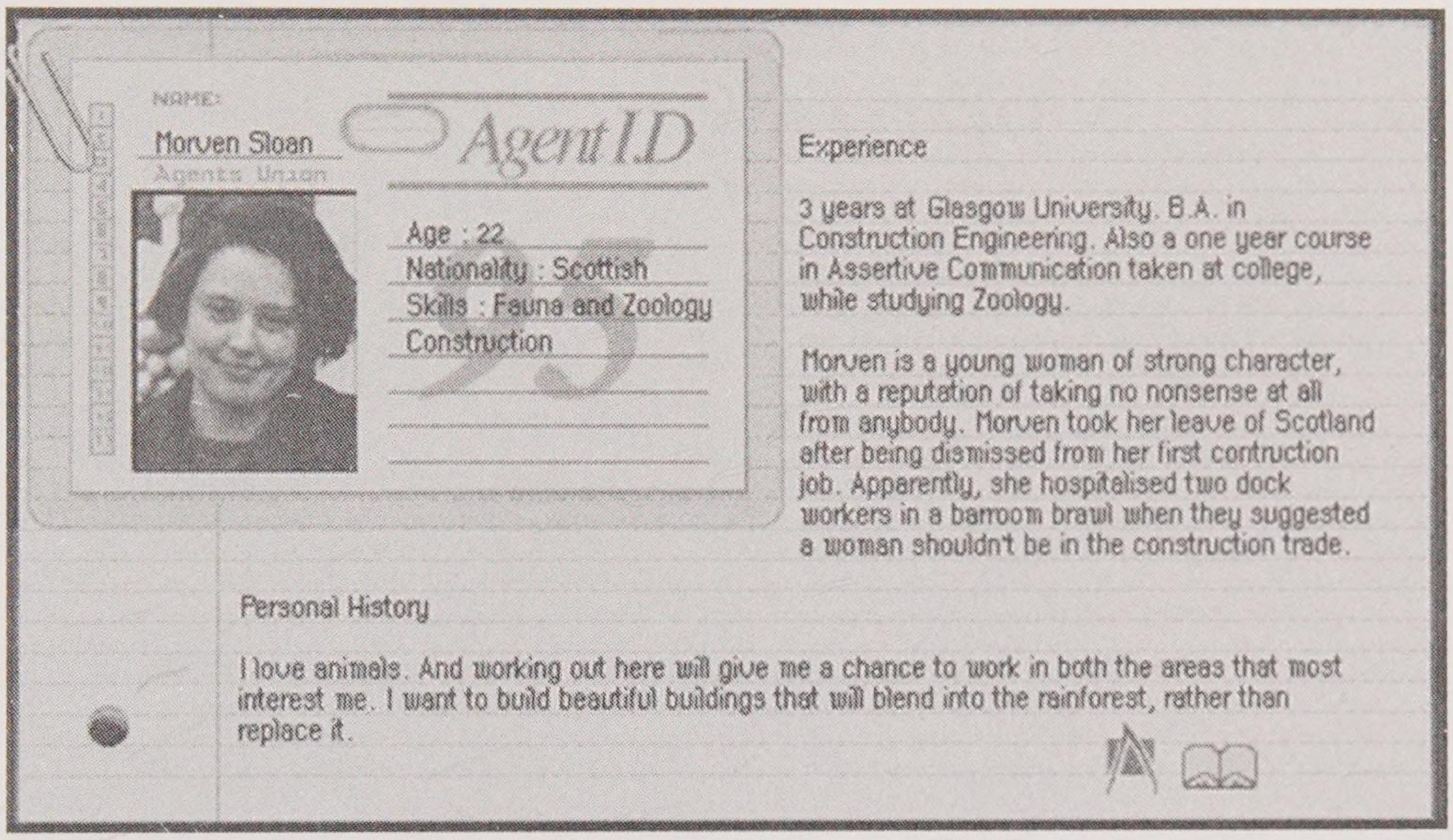
3 years at Virginia University. B.A. in Construction Engineering
Also a two year course in Assertive Communication.

Mike has the reputation of an uncompromising negotiator, who can blind the opposition with science and get phenomenally good deals.

Personal History

I believe in keeping my finger on the pulse. I subscribe to all the industry and science magazines. This means I am usually one step ahead of whoever I am talking to, which helps me convince them to do things my way for my price tag.

Morven Sloane



NAME:
Morven Sloan
Agents Union

Agent I.D

Age : 22
Nationality : Scottish
Skills : Fauna and Zoology
Construction

Experience

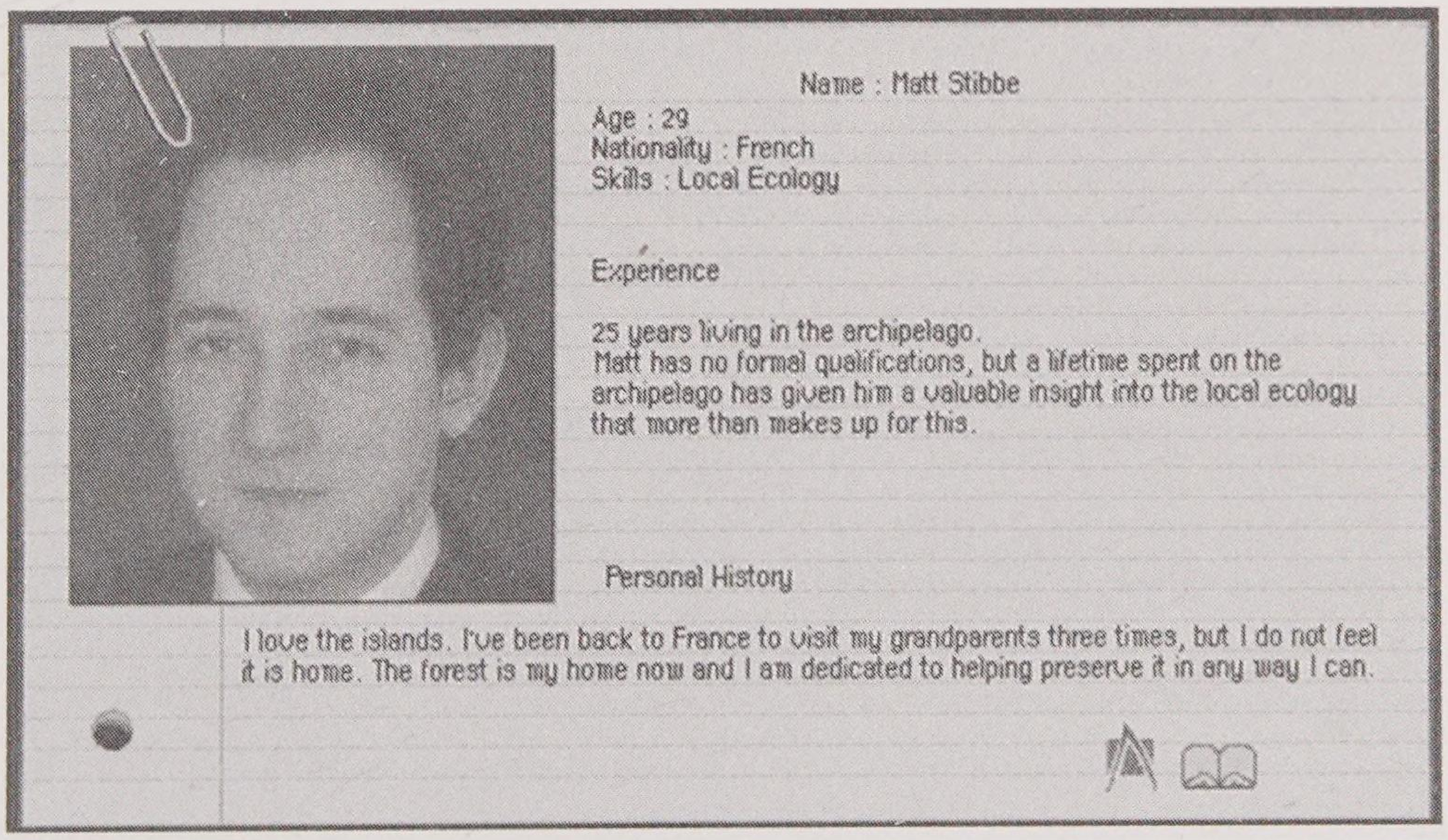
3 years at Glasgow University. B.A. in Construction Engineering. Also a one year course in Assertive Communication taken at college, while studying Zoology.

Morven is a young woman of strong character, with a reputation of taking no nonsense at all from anybody. Morven took her leave of Scotland after being dismissed from her first contruction job. Apparently, she hospitalised two dock workers in a barroom brawl when they suggested a woman shouldn't be in the construction trade.

Personal History

I love animals. And working out here will give me a chance to work in both the areas that most interest me. I want to build beautiful buildings that will blend into the rainforest, rather than replace it.

Matt Stibbe



Name : Matt Stibbe
Age : 29
Nationality : French
Skills : Local Ecology

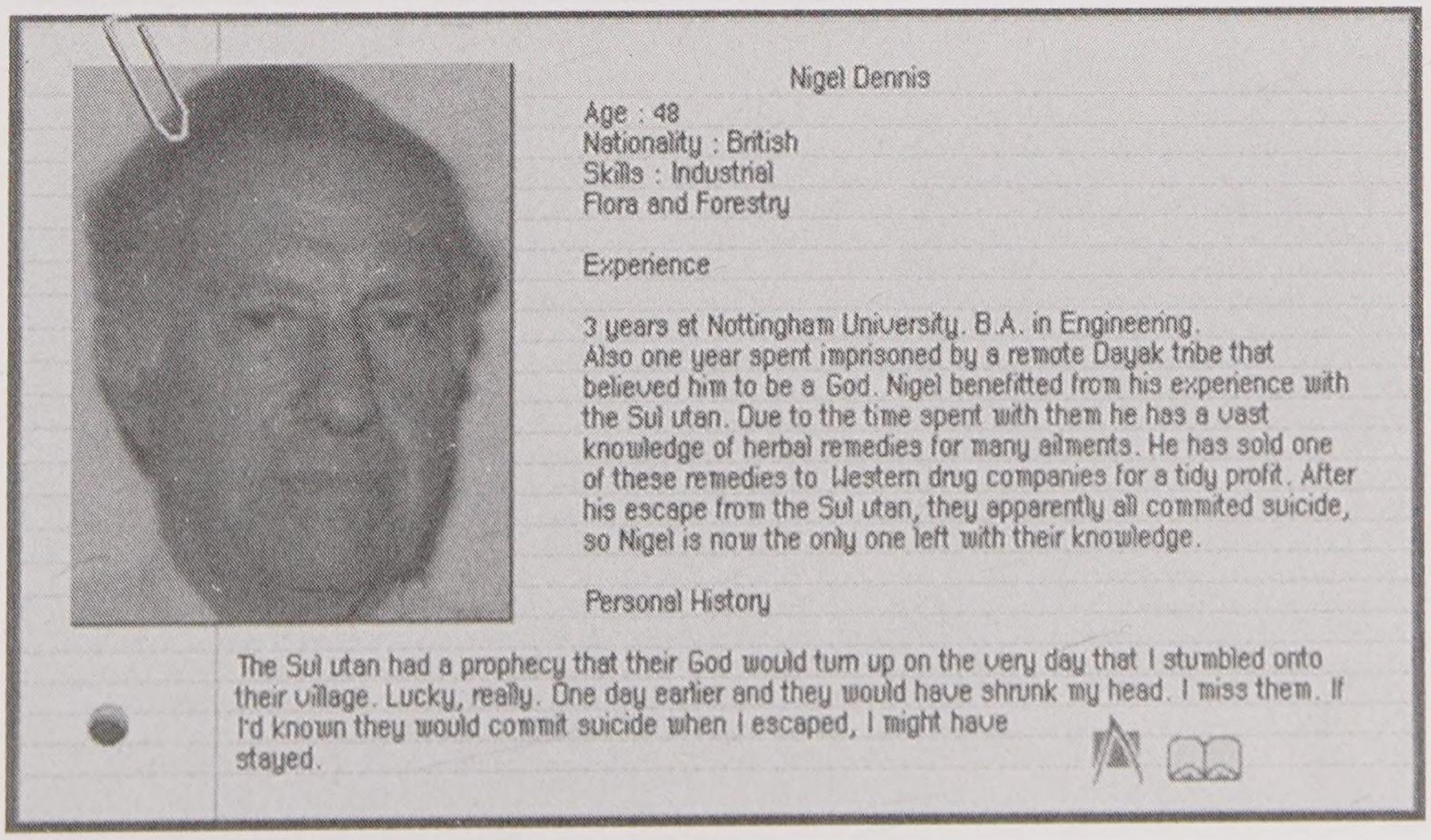
Experience

25 years living in the archipelago.
Matt has no formal qualifications, but a lifetime spent on the archipelago has given him a valuable insight into the local ecology that more than makes up for this.

Personal History

I love the islands. I've been back to France to visit my grandparents three times, but I do not feel it is home. The forest is my home now and I am dedicated to helping preserve it in any way I can.

Nigel Dennis



Nigel Dennis
Age : 48
Nationality : British
Skills : Industrial
Flora and Forestry

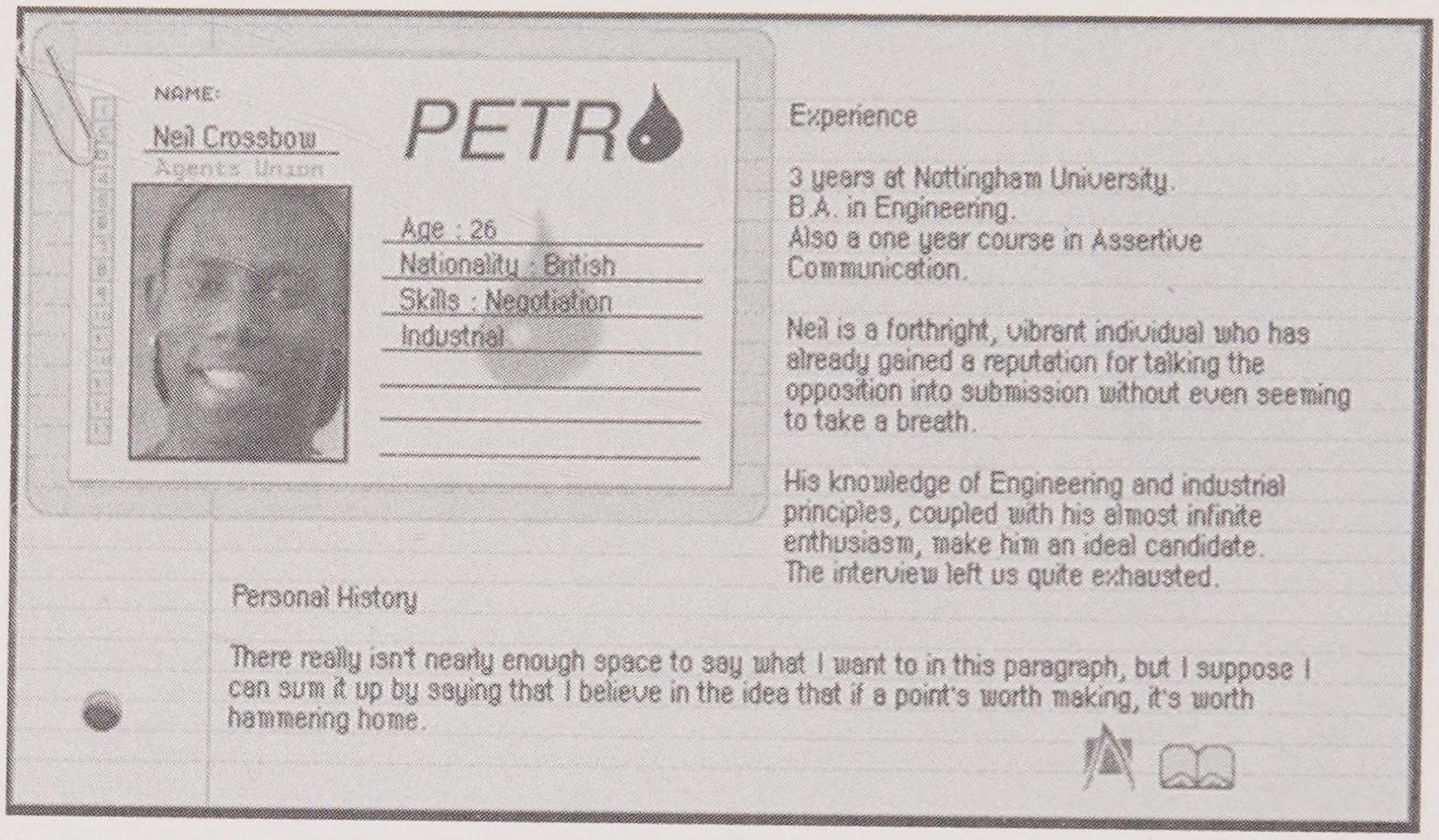
Experience

3 years at Nottingham University. B.A. in Engineering.
Also one year spent imprisoned by a remote Dayak tribe that believed him to be a God. Nigel benefitted from his experience with the Sul utan. Due to the time spent with them he has a vast knowledge of herbal remedies for many ailments. He has sold one of these remedies to Western drug companies for a tidy profit. After his escape from the Sul utan, they apparently all commited suicide, so Nigel is now the only one left with their knowledge.

Personal History

The Sul utan had a prophecy that their God would turn up on the very day that I stumbled onto their village. Lucky, really. One day earlier and they would have shrunk my head. I miss them. If I'd known they would commit suicide when I escaped, I might have stayed.

Neil Crossbow



NAME:
Neil Crossbow
Agents Union

PETRO

Age : 26
Nationality : British
Skills : Negotiation
Industrial

Experience

3 years at Nottingham University.
B.A. in Engineering.
Also a one year course in Assertive Communication.

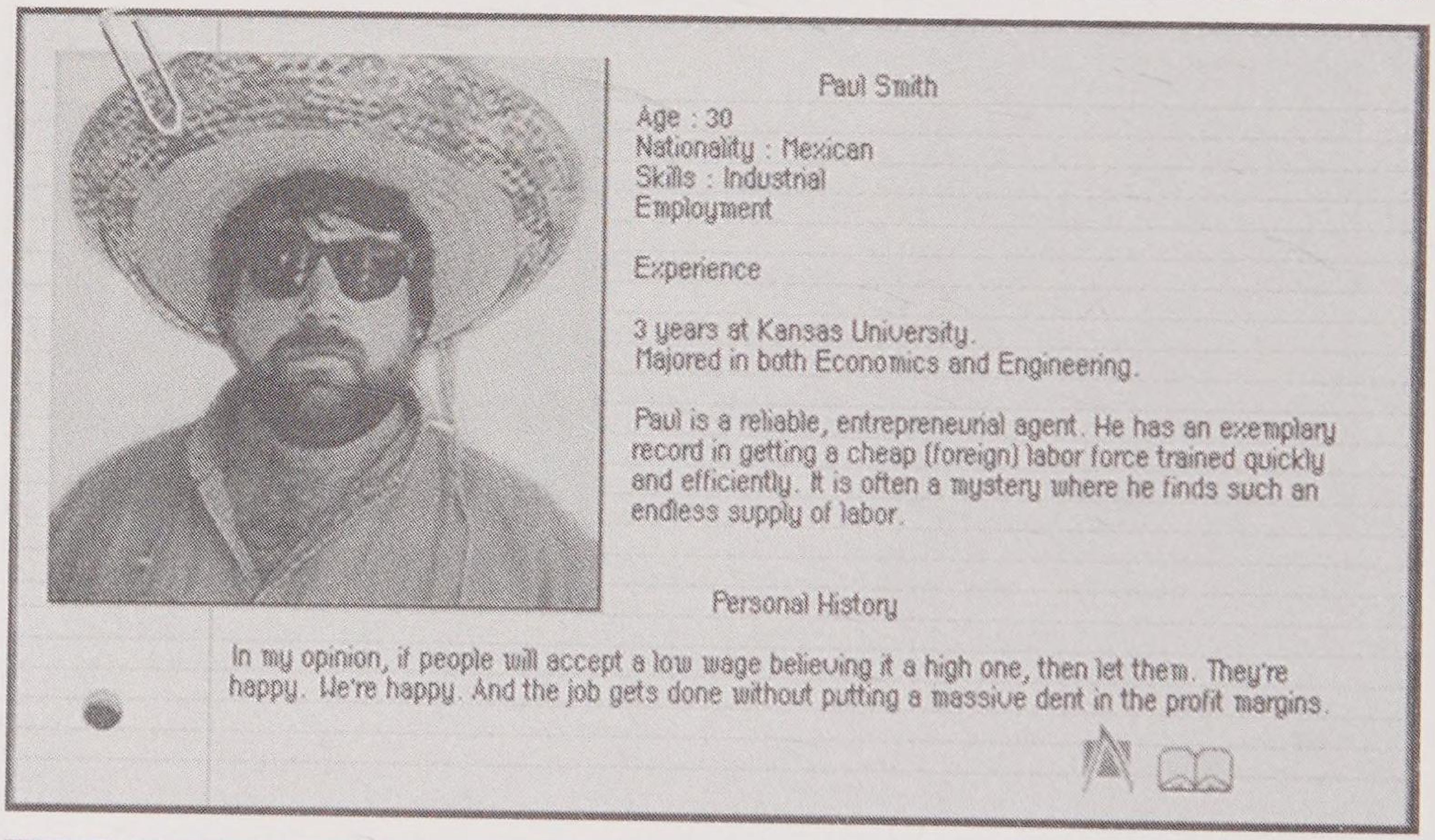
Neil is a forthright, vibrant individual who has already gained a reputation for talking the opposition into submission without even seeming to take a breath.

His knowledge of Engineering and industrial principles, coupled with his almost infinite enthusiasm, make him an ideal candidate. The interview left us quite exhausted.

Personal History

There really isn't nearly enough space to say what I want to in this paragraph, but I suppose I can sum it up by saying that I believe in the idea that if a point's worth making, it's worth hammering home.

Paul Smith



Paul Smith
Age : 30
Nationality : Mexican
Skills : Industrial
Employment

Experience

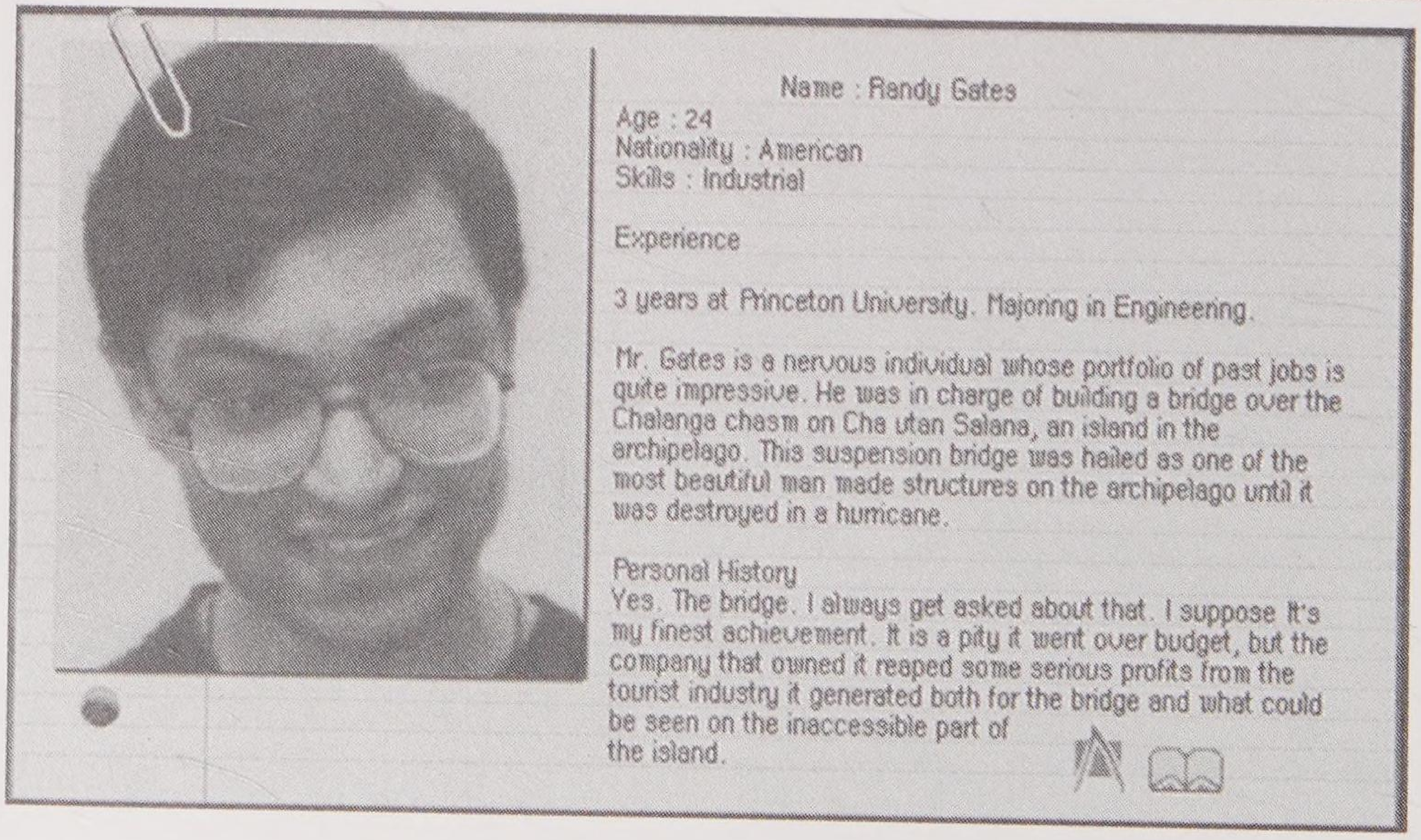
3 years at Kansas University.
Majored in both Economics and Engineering.

Paul is a reliable, entrepreneurial agent. He has an exemplary record in getting a cheap (foreign) labor force trained quickly and efficiently. It is often a mystery where he finds such an endless supply of labor.

Personal History

In my opinion, if people will accept a low wage believing it a high one, then let them. They're happy. We're happy. And the job gets done without putting a massive dent in the profit margins.

Randy Gates



Name : Randy Gates
Age : 24
Nationality : American
Skills : Industrial

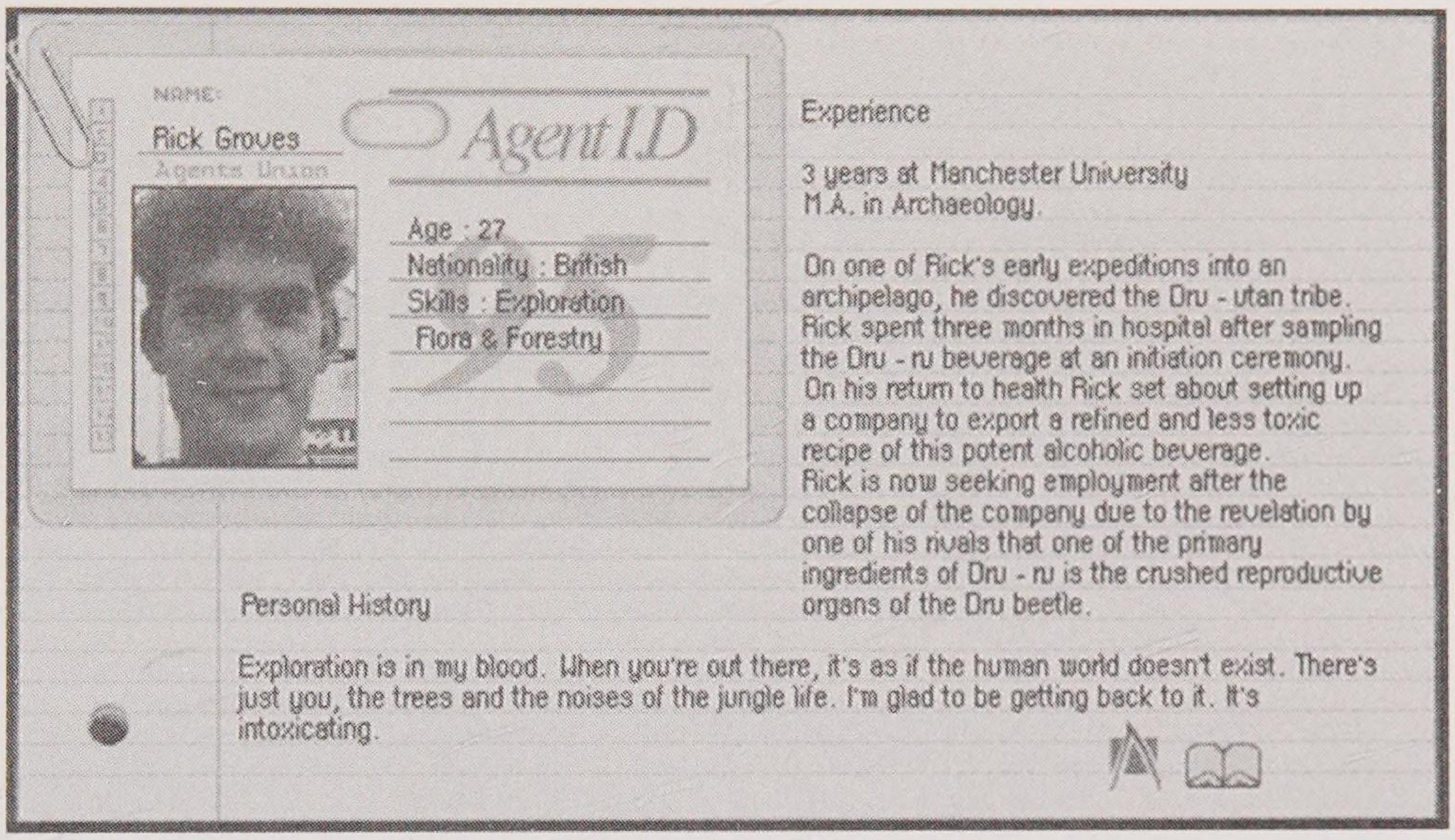
Experience

3 years at Princeton University. Majoring in Engineering.

Mr. Gates is a nervous individual whose portfolio of past jobs is quite impressive. He was in charge of building a bridge over the Chalanga chasm on Cha utan Salana, an island in the archipelago. This suspension bridge was hailed as one of the most beautiful man made structures on the archipelago until it was destroyed in a hurricane.

Personal History
Yes. The bridge. I always get asked about that. I suppose it's my finest achievement. It is a pity it went over budget, but the company that owned it reaped some serious profits from the tourist industry it generated both for the bridge and what could be seen on the inaccessible part of the island.

Rick Groves



NAME:
Rick Groves

Age : 27
Nationality : British
Skills : Exploration
Flora & Forestry

Experience

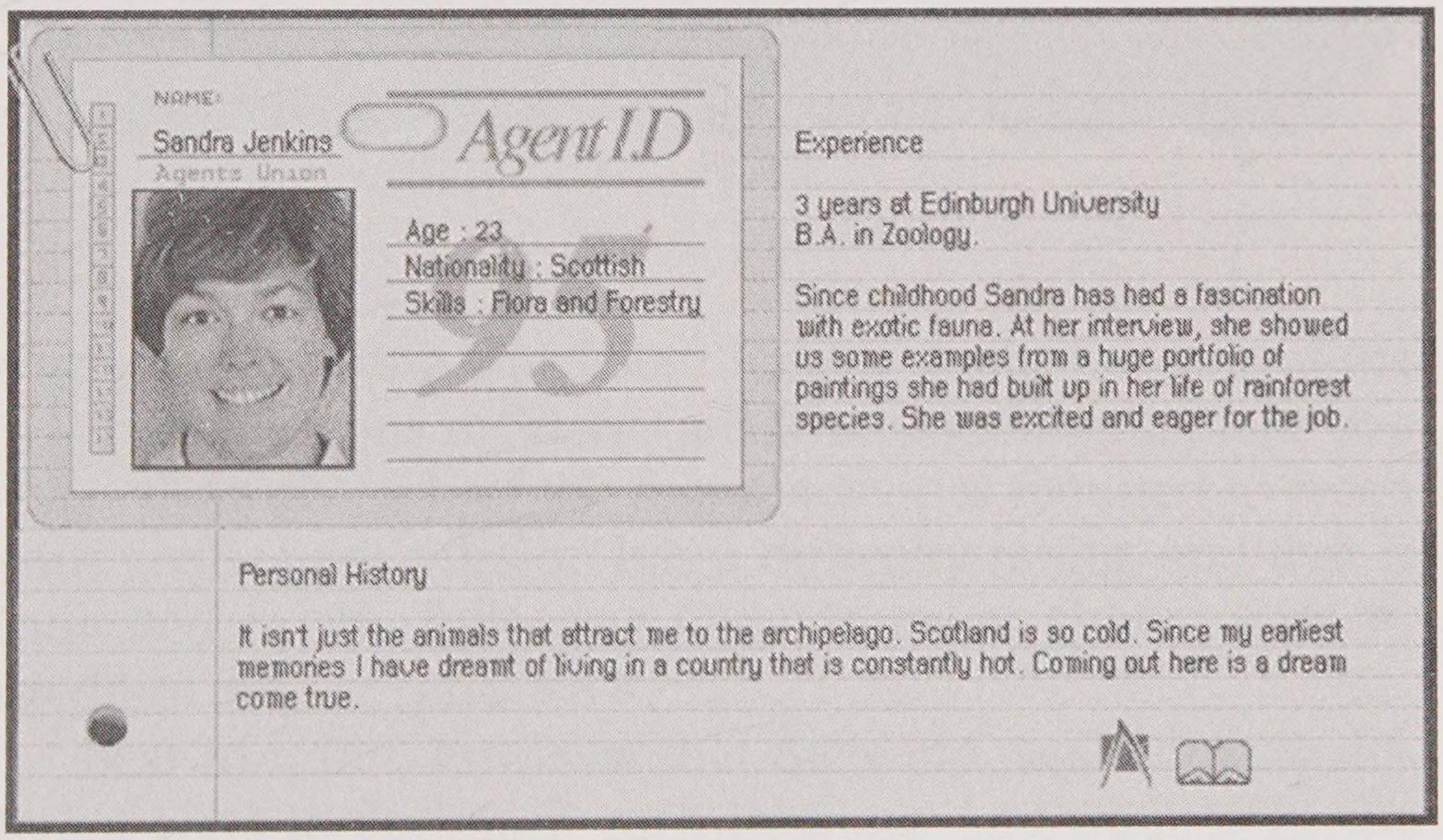
3 years at Manchester University
M.A. in Archaeology.

On one of Rick's early expeditions into an archipelago, he discovered the Dru - utan tribe. Rick spent three months in hospital after sampling the Dru - ru beverage at an initiation ceremony. On his return to health Rick set about setting up a company to export a refined and less toxic recipe of this potent alcoholic beverage. Rick is now seeking employment after the collapse of the company due to the revelation by one of his rivals that one of the primary ingredients of Dru - ru is the crushed reproductive organs of the Dru beetle.

Personal History

Exploration is in my blood. When you're out there, it's as if the human world doesn't exist. There's just you, the trees and the noises of the jungle life. I'm glad to be getting back to it. It's intoxicating.

Sandra Jenkins



NAME:
Sandra Jenkins

Age : 23
Nationality : Scottish
Skills : Flora and Forestry

Experience

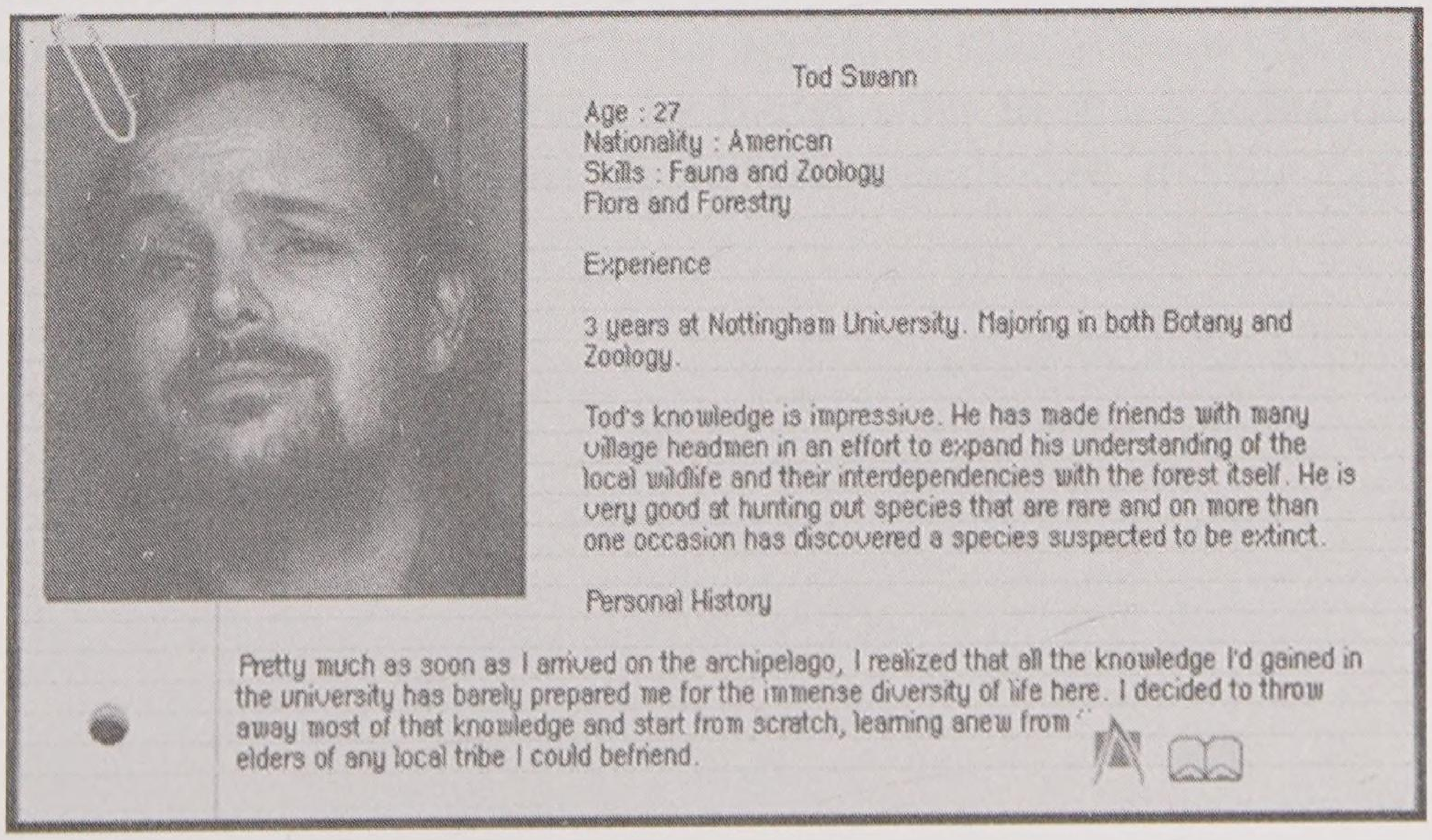
3 years at Edinburgh University
B.A. in Zoology.

Since childhood Sandra has had a fascination with exotic fauna. At her interview, she showed us some examples from a huge portfolio of paintings she had built up in her life of rainforest species. She was excited and eager for the job.

Personal History

It isn't just the animals that attract me to the archipelago. Scotland is so cold. Since my earliest memories I have dreamt of living in a country that is constantly hot. Coming out here is a dream come true.

Tod Swann



Tod Swann

Age : 27
Nationality : American
Skills : Fauna and Zoology
Flora and Forestry

Experience

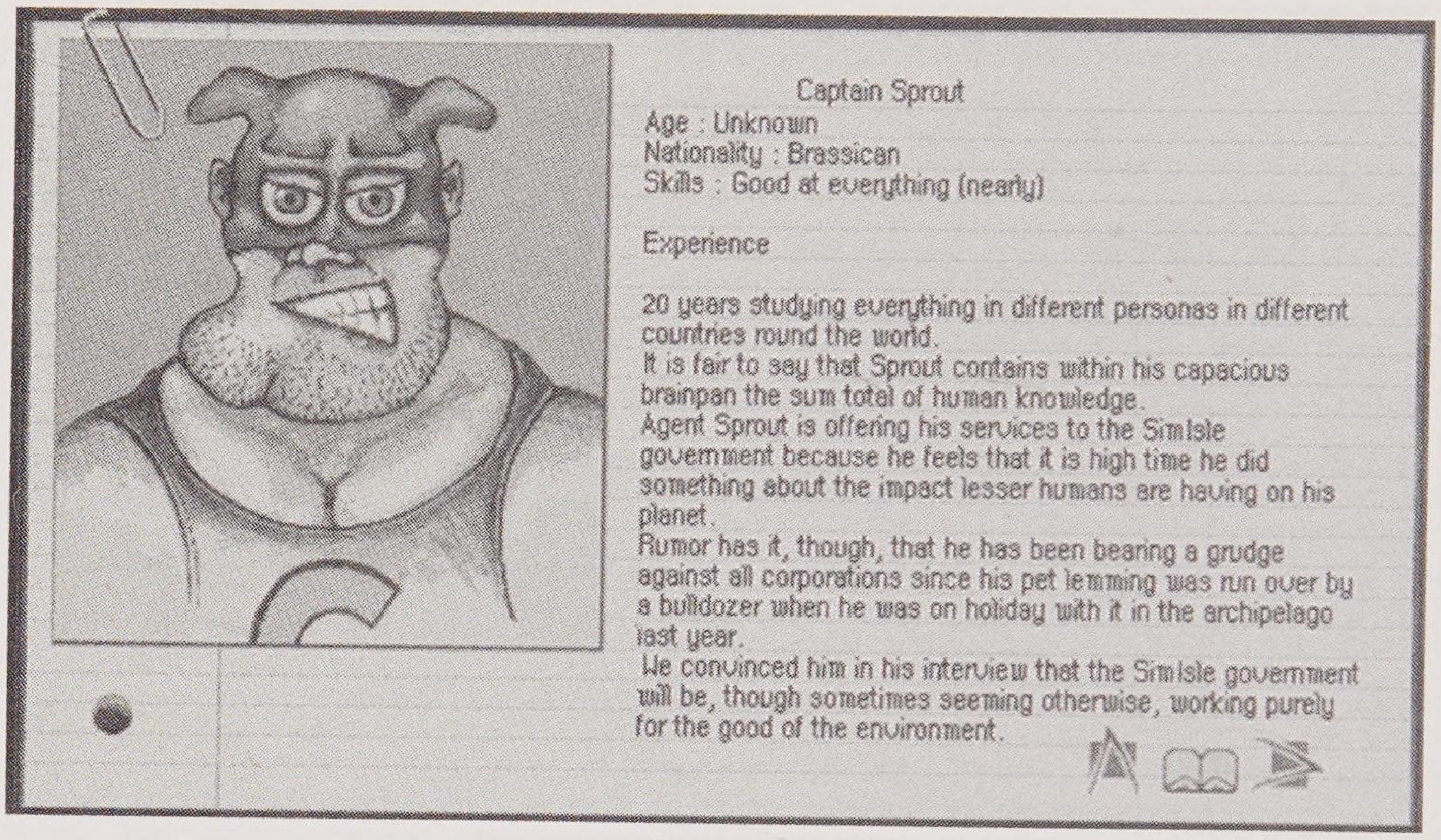
3 years at Nottingham University. Majoring in both Botany and Zoology.

Tod's knowledge is impressive. He has made friends with many village headmen in an effort to expand his understanding of the local wildlife and their interdependencies with the forest itself. He is very good at hunting out species that are rare and on more than one occasion has discovered a species suspected to be extinct.

Personal History

Pretty much as soon as I arrived on the archipelago, I realized that all the knowledge I'd gained in the university has barely prepared me for the immense diversity of life here. I decided to throw away most of that knowledge and start from scratch, learning anew from
elders of any local tribe I could befriend.

Captain Sprout



Captain Sprout
Age : Unknown
Nationality : Brassican
Skills : Good at everything (nearly)

Experience

20 years studying everything in different personas in different countries round the world.

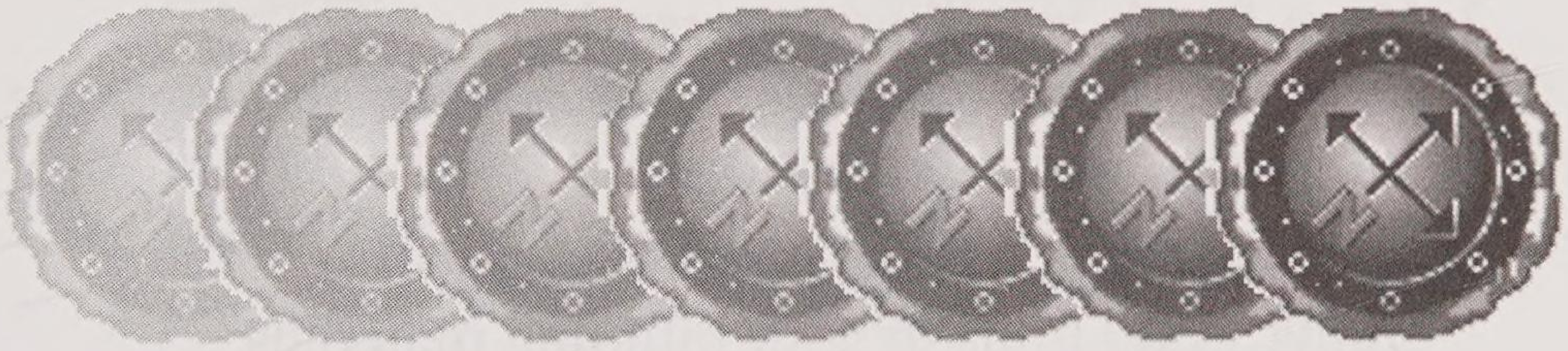
It is fair to say that Sprout contains within his capacious brainpan the sum total of human knowledge.

Agent Sprout is offering his services to the SimIsle government because he feels that it is high time he did something about the impact lesser humans are having on his planet.

Rumor has it, though, that he has been bearing a grudge against all corporations since his pet lemming was run over by a bulldozer when he was on holiday with it in the archipelago last year.

We convinced him in his interview that the SimIsle government will be, though sometimes seeming otherwise, working purely for the good of the environment.

Chapter 5: Mission QuickStarts



The following QuickStart walkthroughs for each of the 25 missions in *SimIsle* are 10-step guides that take you through each of the major activities required to reach your goals. Each mission has a difficulty rating, and that is indicated in the following QuickStarts as either Easy ★, Medium ★★, or Hard ★★★.

Bear in mind, however, that there are usually many different ways to approach each mission. And frequently, the order in which you direct your agents to take actions can be changed. (There may even be better ways to reach some of the mission goals than those presented! See if you can improve on them.)

Save-Game Cheat Codes

In addition to the QuickStarts, we have collected here the six save-game naming conventions that have been sprinkled throughout the book. To have these extra benefits in a mission you are playing, save the game with one of the names below. When you reload the saved game with one of these names, you will resume play with the bonuses.

1. ***Free Agents: marksanchovypizza***
   Your agents will work for free!
2. ***More Food: ragschocolatestash***
   Adds 5,000 units to your food supply, although the food then decreases rapidly.
3. ***More Building Materials: deesextrapixel***
   Adds 1,000 units to your building materials.
4. ***More Money: iaintesteditco***
   Adds 10,000 EMUs to your coffers.
5. ***More Heavy Machinery and Unskilled Labor: simonschickenkb***
   Increases heavy machinery by 100 units and unskilled labor by 10.
6. ***More Skilled Labor: 3527490***
   Adds 10 units of skilled labor.

A Note on Disasters

Life on *SimIsle* can be tough, but there are a handful of natural disasters that can occur to make your missions just that much harder. We've listed below the major disasters:

1. Small or large plane crash
2. Oil tanker leak or oil station leak
3. Ferry crash
4. Coal mine explosion

5. Earthquake
6. Radioactive (Leper) tanker
7. Bear attack (You trigger it when you build a lot of inland attractions)
8. Surprise! (We won't give this one away, but you trigger it when you build a lot of ocean resorts)

Mission Difficulty Rankings

	Mission	Difficulty	
1.	Game Park Reserve	Very Easy	(no stars)
2.	Buy Out	Easy	★
3.	Big Ideas	Hard	★★★
4.	Megatropolis	Hard	★★★
5.	Money Spinner	Medium	★★
6.	Motor City	Hard	★★★
7.	Tourist Haven	Medium	★★
8.	Industrialization	Medium	★★
9.	Drug It Up	Easy	★
10.	Happy Tourists, Happy Locals	Easy	★
11.	Tourism	Medium	★★
12.	The Development State	Medium	★★
13.	Ripe For Tourists	Hard	★★★
14.	Deforestation	Easy	★
15.	Underdeveloped Villages	Medium	★★
16.	Mystic Lines	Easy	★
17.	City Blues	Hard	★★★
18.	Bigger and Brighter	Easy	★
19.	Up For Sale	Hard	★★★
20.	Them Good Ol' Boys	Hard	★★★
21.	Baby Boom	Medium	★★
22.	Goods A Go-Go	Easy	★
23.	Land Romp	Easy	★
24.	Pollution City	Hard	★★★
25.	Island Generator	Have fun!	—

QuickStart Guide To SimIsle

Mission 1 QuickStart: Game Park Reserve

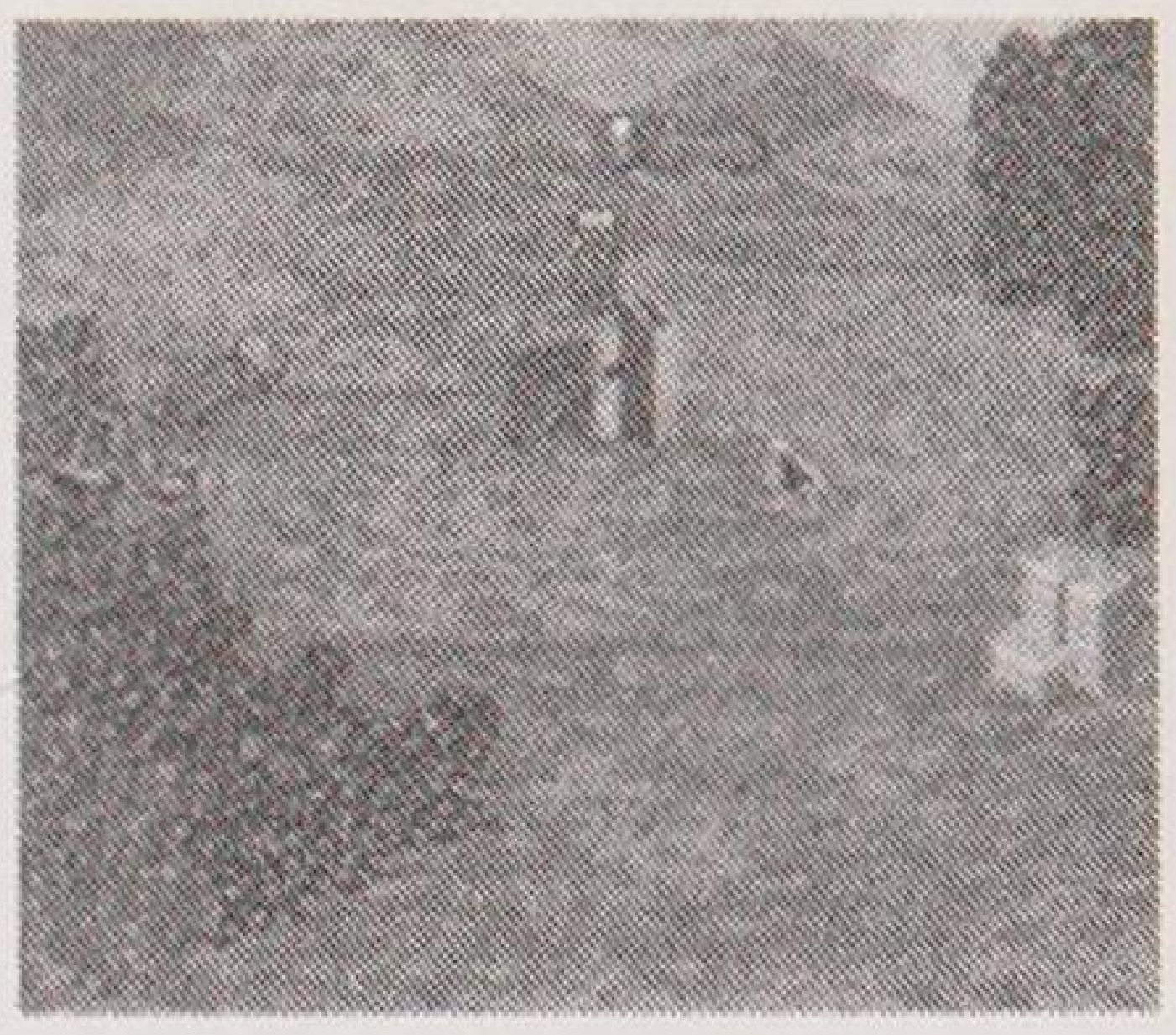
Difficulty Level: Very Easy

General Strategy

The overall approach here is to become acclimated to how agents are used to explore, build, and train. There is considerable information in the SimIsle *manual on this tutorial island and its goals.*

Specific Strategy

1. Have Rick explore in the north central area of the island to discover a rare animal.
2. Have Iain use his local ecology skills and Dee his employment skills to produce and then recruit six unskilled laborers from a village near the animal compound.
3. Develop the town's facilities in order to raise it to city status.
4. With a city comes skilled laborers, and they are used as wardens for the game park reserve.
5. The animals now can increase in number to a point where they can begin to be exported.
6. Practice building a logging camp and then a ferry port.
7. Construct a hotel near the ferry port.
8. Explore the Notebook to discover more about the environment and your agents.
9. Go back to the game park reserve and export your animals.
10. Spend some time looking around this island and practice training and building.



Mission 2 QuickStart: Buy Out

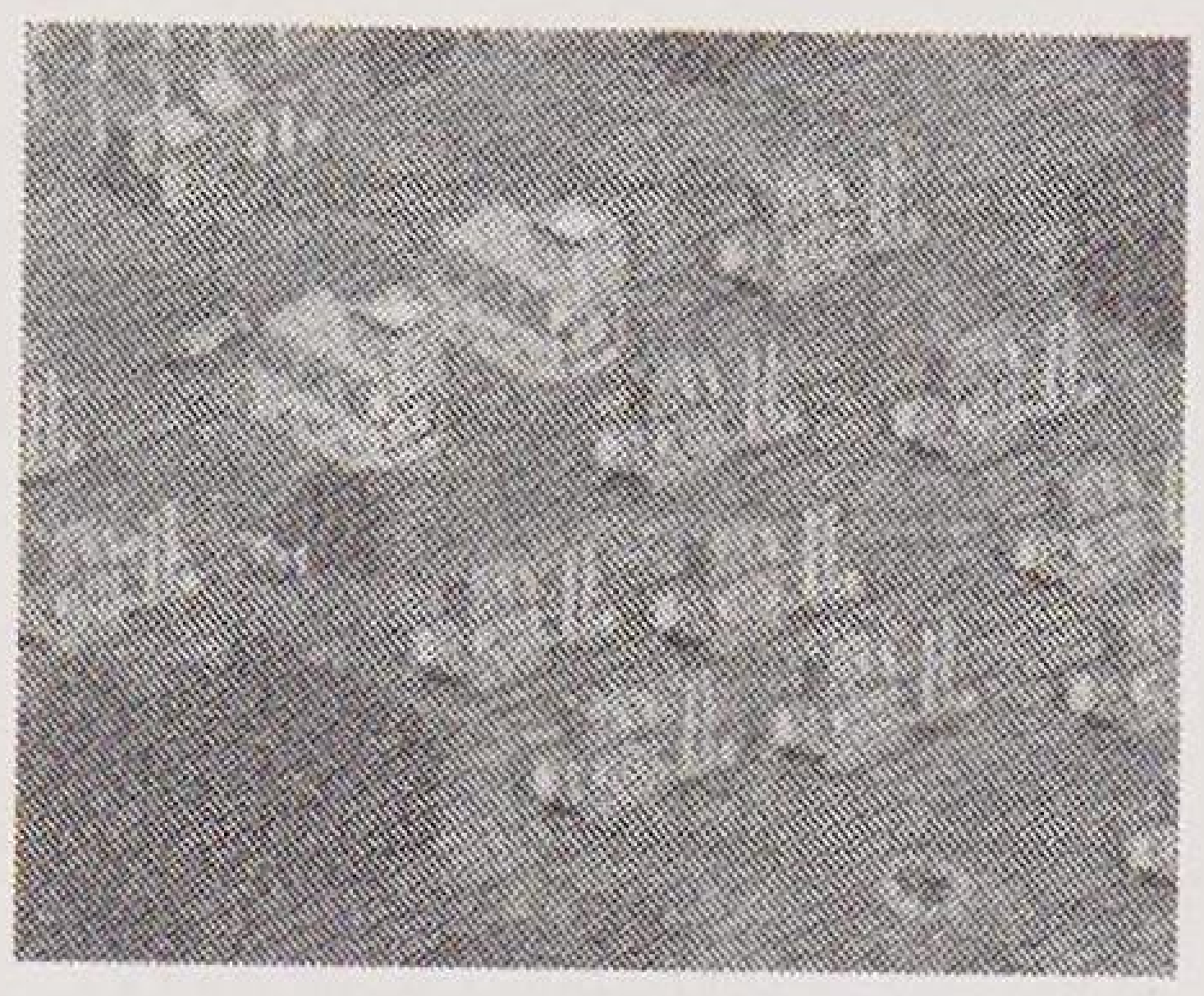
Difficulty Level: Easy ★

General Strategy

The key to this scenario is to keep your costs as low as possible. You must have 80,000 EMUs in eight years to win this scenario. Don't spread yourself too thin by trying to do too many things at once. Your resources will allow you to create any industry, and it will make money.

Specific Strategy

1. Fire any nonessential agents.
2. Place a ferry port.
3. Place a hotel with a beach resort.
4. Improve the hotel quality until it is more than 8.
5. Extend the hotel until the capacity is more than 30.
6. Improve beach resort excitement until it is more than 8.
7. Extend the beach resort capacity until it is more than 15.
8. Cut costs; make sure you either shut down nonessential mines or have them export.
9. Place an oil rig in an oil spot with more than 10,000 units of oil, drill double, and put as many skilled workers as possible.
10. Make sure your pumping station is set to export.



Mission 3 QuickStart: Big Ideas

Difficulty Level: Hard ★★★

General Strategy

This is the biggest and perhaps the hardest of all the missions. Variety is the key here. Tourism is crucial first, then move to car-making about year eight. The Industrial score will be the hardest. And plan to explore aggressively to find helpful items.

Specific Strategy:

1. Aggressively export coal while using extensive logging for internal building materials.
2. Construct: a large airport, three hotels, a tourist attraction, and a town.
3. Batch train each village, while building a heavy industry plant to import the heavy machinery necessary for a wind plant.
4. As the town turns into a city, add windmills before establishing an oil rig off the island's northern coast. Meanwhile, import wood and buy products at the heavy industry plant.
5. Create two new manufacturing plants (one geared to Quality Manufactured Goods, the other to Cheap Manufactured Goods). Two other groundbreakings: a new chemical plant (to process plastic) and a warehouse to hold plastic (and other commodities).
6. Adjust staffing (the chemical plant, the steel mill, and the manufacturing plant), then build the hi-tech plant that will produce Quality Cars.
7. Purchase Cheap Manufactured Goods; import heavy machinery; and buy Quality Manufactured Goods (and wood, when necessary).
8. Spark steel production by hiring more workers, and build a second oil rig to the north. Give Explorer agent Rick a dose of mega-training before combing the island for goodies.
9. Once 250 Quality Cars have been made, switch to Cheap Cars. Build a series of logging camps, which in turn enables the building of many heavy industry plants. These are used to boost your industrial score, not produce anything.
10. Construct four more oil rigs, set to Drill Double. Upgrade the city and keep watch on your production supplies.

Mission 4 QuickStart: Megatropolis

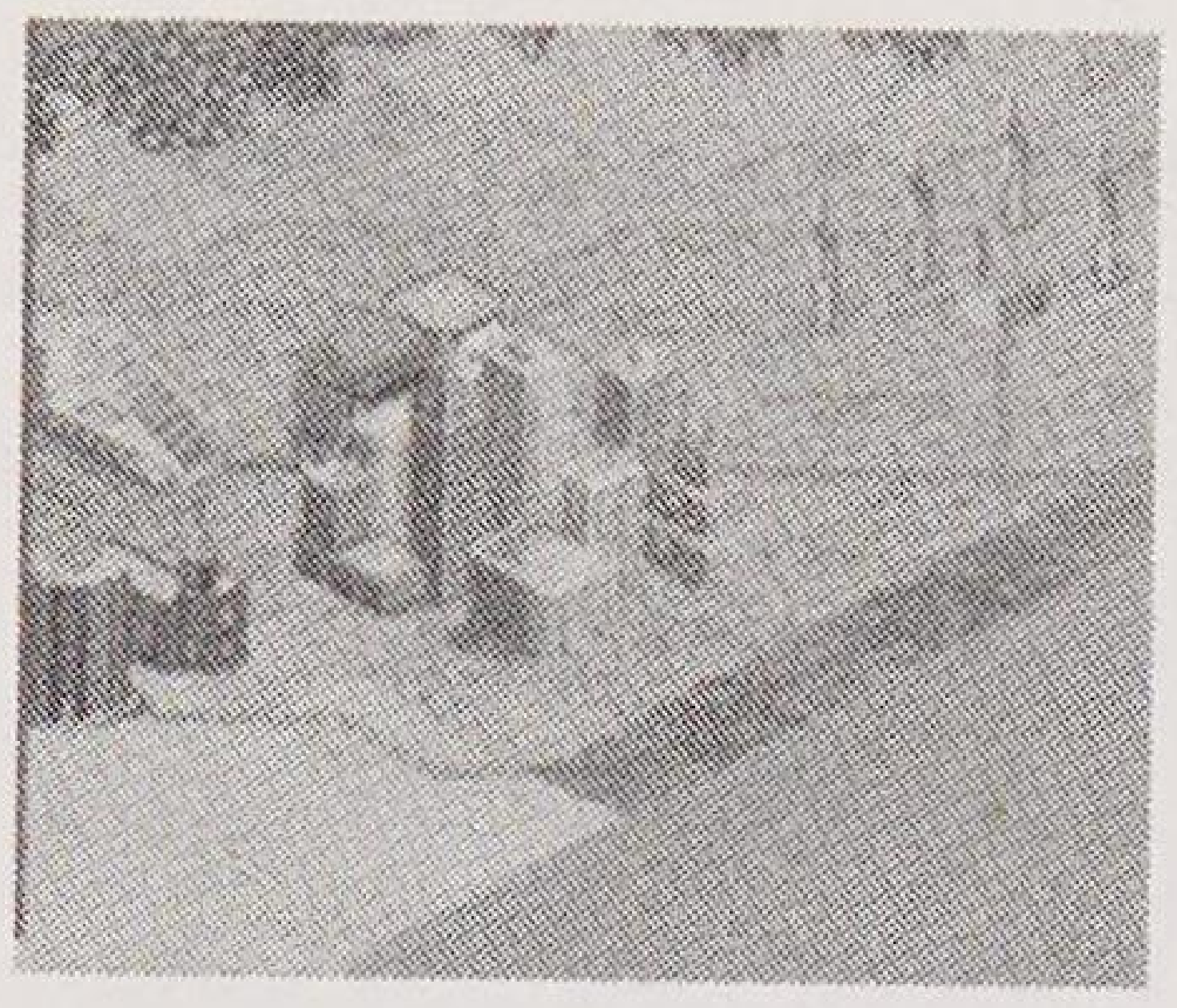
Difficulty Level: Hard ★★★

General Strategy

Another hard one, though nothing quite as complex as Mission 3. In general, launch your city as early as possible, and plan to make your money from oil. Concentrate on keeping a food surplus and making sure the city has plenty of power.

Specific Strategy

1. Set up a new town in the clearing, while Iain is hired, trained, and sent to batch train four villages to 85 percent.
2. Import wood at the sawmill and import heavy machinery at a heavy industry plant you've built.
3. Set up an oil rig in the north, aggressive exporting to follow. At 7,500 EMUs, buy more machinery.
4. Concentrate on improving the town's facilities and building a wind plant, using Billy to import the needed wood.
5. As the town becomes a city, keep pace with its power needs by adding windmills.
6. Ian (not Iain) splits huge villages into two, then batch trains them, while Bob ups the number of windmills.
7. Split other large villages. (Keep checking on the city, too.)
8. At 18,000 EMUs, import heavy machinery while Bob constructs a manufacturing plant for buying Cheap Consumer Goods.
9. Ian journeys to four other villages, splitting and batch training them (85 percent).
10. Replace the closed oil rig and import more goods from the manufacturing plant.



Mission 5 QuickStart: Money Spinner

Difficulty Level: Medium ★★

General Strategy

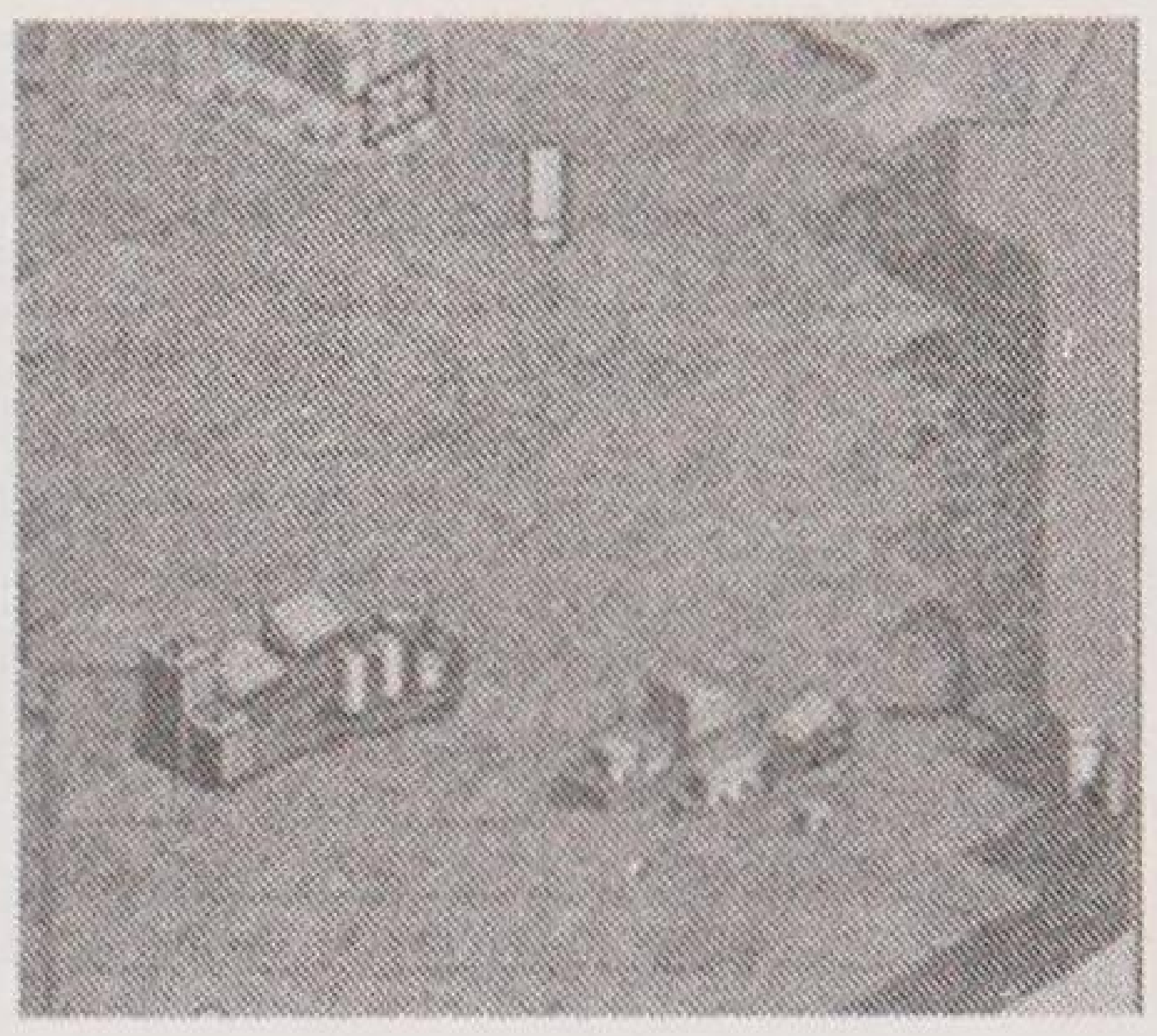
The keys to this mission are in effectively expanding tourist industries, producing oil, and exploring widely.

Specific Strategy

1. Internalize the island's wood use and push ore exports into high gear.
2. Ian extends the southern hotels (18 capacity), which Andy improves (10 quality).
3. Train the newly hired Emma to 90 percent.
4. Beach resort #1 gets revamped, to a 17 capacity. The northern hotel grows to a capacity of 53.
5. Improve facilities in the town and build a wind plant. Emma batch trains three villages to 85 percent.
6. Ian constructs a 30 capacity hotel near the northern ferry port, then Andy improves the hotel to 5 quality.
7. Explorer Agent Karen, trained by Ian, checks the island for unknown treasures.
8. Ian builds a heavy industry plant, used for importing machinery.
9. Find a site in the middle of the bay, and have Ian set up an oil rig and matching pumping station.
10. Monitor the city's power needs and build supplemental windmills as necessary.

Mission 6 QuickStart: Motor City

Difficulty Level: Hard ★★★

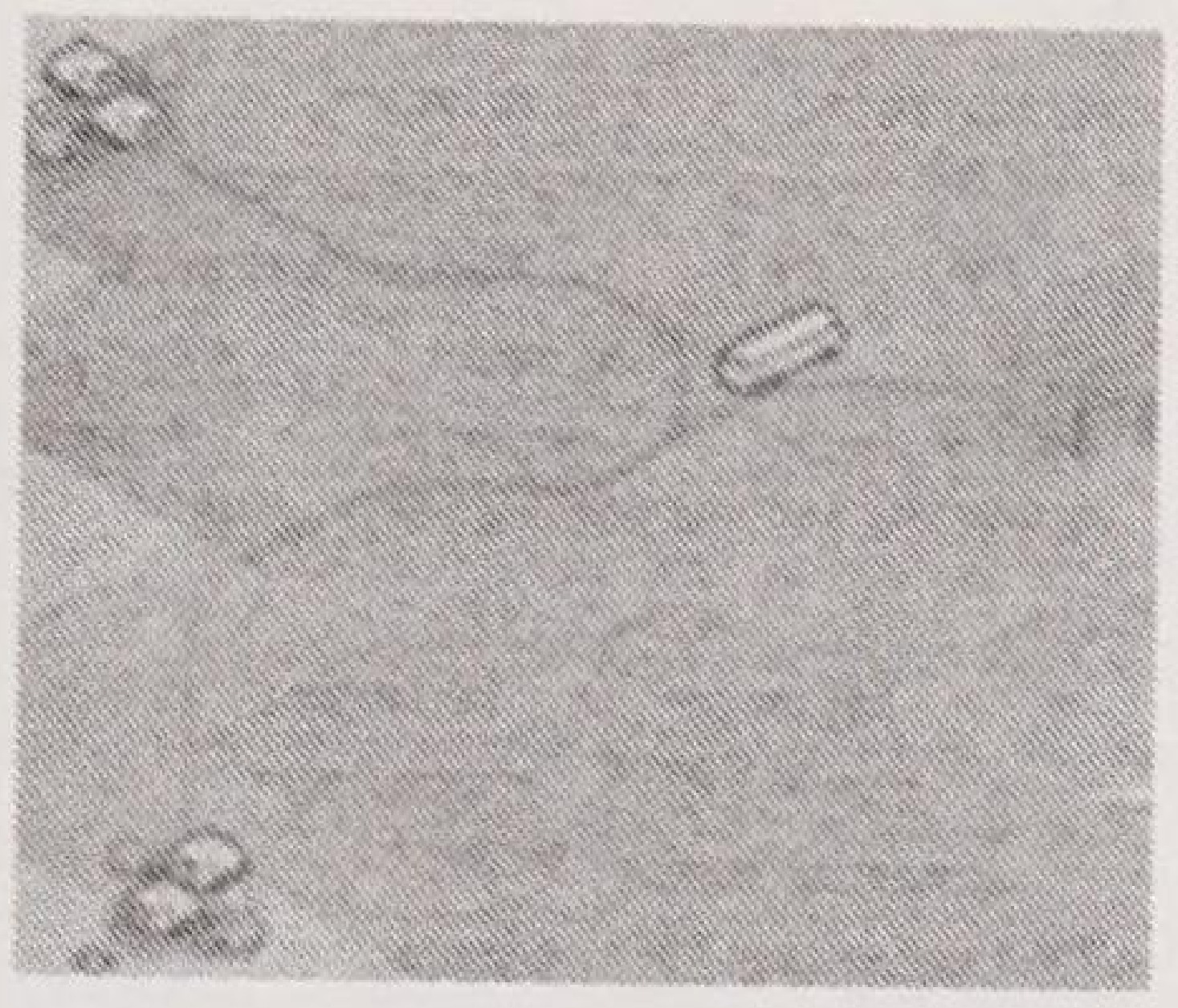


General Strategy

This is a difficult mission, and one that relies on getting to the point where manufactured goods can be produced at a rapid rate.

Specific Strategy

1. Set up oil exportation, then switch sawmill production to internal use.
2. Construct facilities at the city, while Paul increases oil drilling.
3. At Agent Headquarters, train Morv to 77 percent and fire both Emma and Sandra.
4. Morv expands the airport and the hotel to 60 rooms. Andy boosts hotel quality to 10.
5. Build two beachfront hotels and a tourist attraction east of the airport.
6. Switch manufacturing plant production to Cheap Manufacturing, while Morv erects an iron mine and switches it to Internal Use.
7. Morv builds a manufacturing plant for importing Quality Manufactured Goods, after which Dee fires all but one employee
8. Dee imports 30 Quality Manufactured Goods, then buys 50 Cheap Manufactured Goods at the other plant. Make room at the warehouse for 100 Quality Manufactured goods and 500 units of plastic.
9. Morv builds an oil pumping station near the chemical plant.
10. At the plant making Cheap Manufactured Goods, fire all but one worker, then hire three workers for the hi-tech plant and seven employees at the steel mill.



Mission 7 QuickStart: Tourist Haven

Difficulty Level: Medium ★★

General Strategy

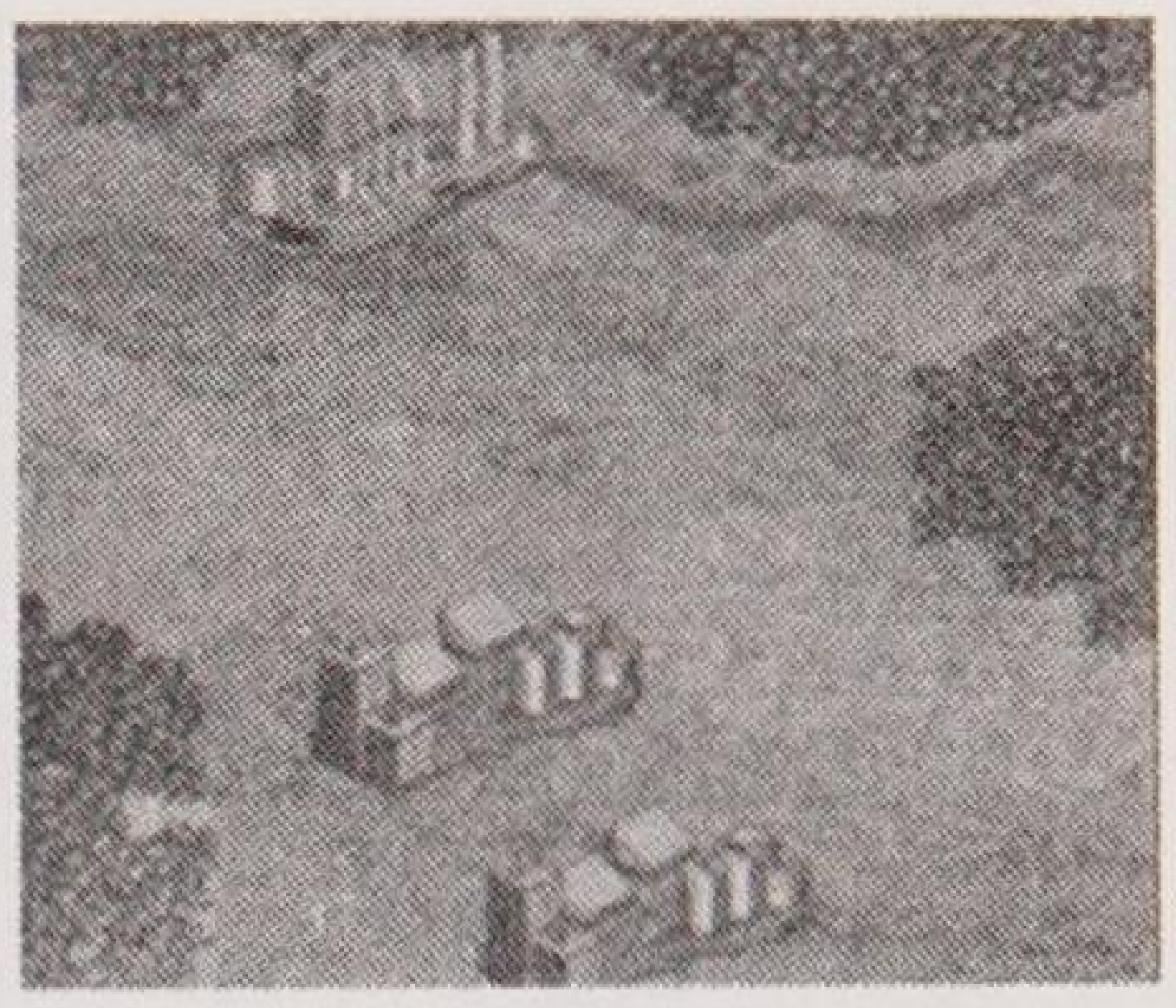
To attract the 5,000 tourists you need to reach mission goals, you must find ways to bring tourists in as well as give them some reasons to be there: Construct several airports to get them there, make sure there are sufficient tourist accommodations, and see what exploration will uncover.

Specific Strategy

1. Fire John, Doug, Iain, and Kev, and hire Billy for his culture skills.
2. Have Bob build a sawmill.
3. Have Dee go to the sawmill to change it to Internal Use. Also use Dee to import more wood as you need it.
4. Train Rick to more than 90 percent and send him out several times exploring. There are goodies to be found.
5. Train Bob to at least 75 percent and have him build a large airport and approximately five hotels along the beach so they each have their own beach resort.
6. Use Bob to extend the hotels and resorts. Use Andy to improve the hotels. Use Andy and Iain to increase excitement at the beach resorts.
7. When occupancy at the hotels is low, have Bob build another large airport nearby.
8. Send Dee out to the different villages and make new villages if their populations are large enough.
9. Have Andy build up the hospitals, colleges, and spiritual buildings in the cities. Morv can build the recreation buildings.
10. Make sure the cities stay happy by creating new villages; have the new village's efficiency more than 90 percent; and ensure that the wind plant has sufficient windmills for the city.

Mission 8 QuickStart: Industrialization

Difficulty Level: Medium ★★



General Strategy

The overall strategy is to build plants that will increase your Industrial score, whether those plants are producing anything or not.

Specific Strategy

1. Neil goes to each mine, setting them to Export the double-mined coal.
2. Build a sawmill, after which import more wood for internal use.
3. Build a heavy industry plant for internal use, fire all but one worker, and import heavy machinery.
4. Use that machinery for a new oil rig in the island's northwest corner. Molly constructs the double-drilling rig and the pumping station.
5. Create a manufacturing plant from wood and heavy machinery that you import.
6. Build a series of unstaffed manufacturing plants. These will help your industrialization score.
7. Save money by constructing a hi-tech plant for making heavy machinery.
8. Neil buys 40 Quality Manufactured Goods, and then imports 800 units of wood. Both resources will be used for building four hi-tech plants.
9. Train villages, thereby producing unskilled labor.
10. Continue augmenting your Industrial score by erecting heavy industry plants.

Mission 9 QuickStart: Drug It Up

Difficulty Level: Easy ★

General Strategy

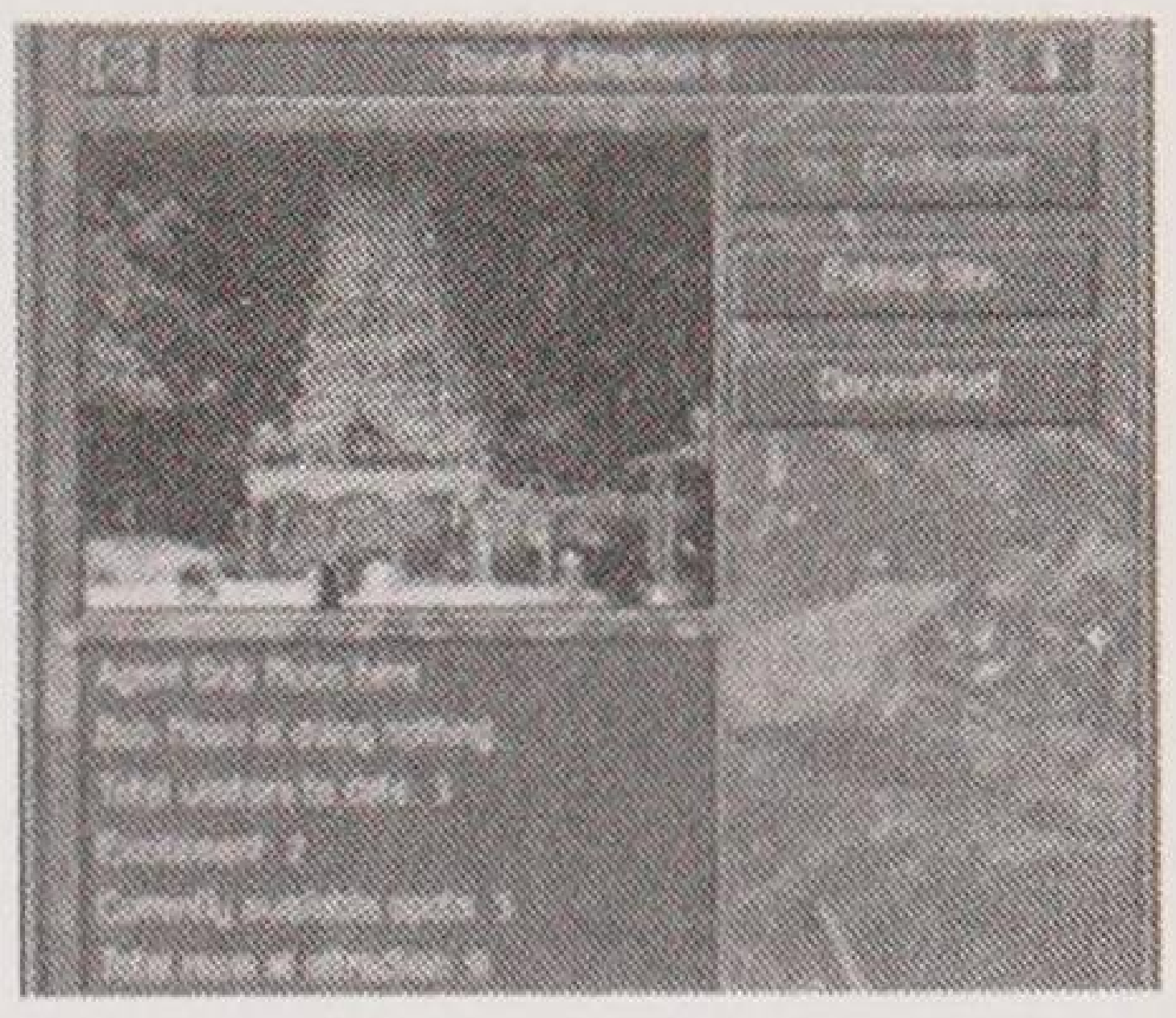
Try to improve cities and towns, while working to attract tourists by improving accommodations. Have Dee close down the contaminated villages.

Specific Strategy

1. Change the speed on this mission to Slow
2. Fire Tod and Neil. Train Morv to 77 percent and Dee to at least 90 percent.
3. Move Dee to the sawmills, select Internal Use. Import as much wood as needed from construction projects.
4. Move Doug and Morv to the oil rigs, select Drill Double, and add new tankers.
5. Find additional oil deposits using the two-dimensional map view. Move Morv and Doug to additional oil deposits and have them build oil rigs.
6. Deconstruct the logging camps and iron mines.
7. Switch coal mining to normal at all coal mines.
8. Build a large airport northeast of the city.
9. Improve and extend all tourist accommodations until all tourists have rooms and there is steady income from the tourism industry.
10. Send Dee to each drug village and close them down. It would be wise to save the game beforehand to prevent Dee's untimely demise.

Mission 10 QuickStart: Happy Tourists, Happy Locals

Difficulty Level: Easy ★

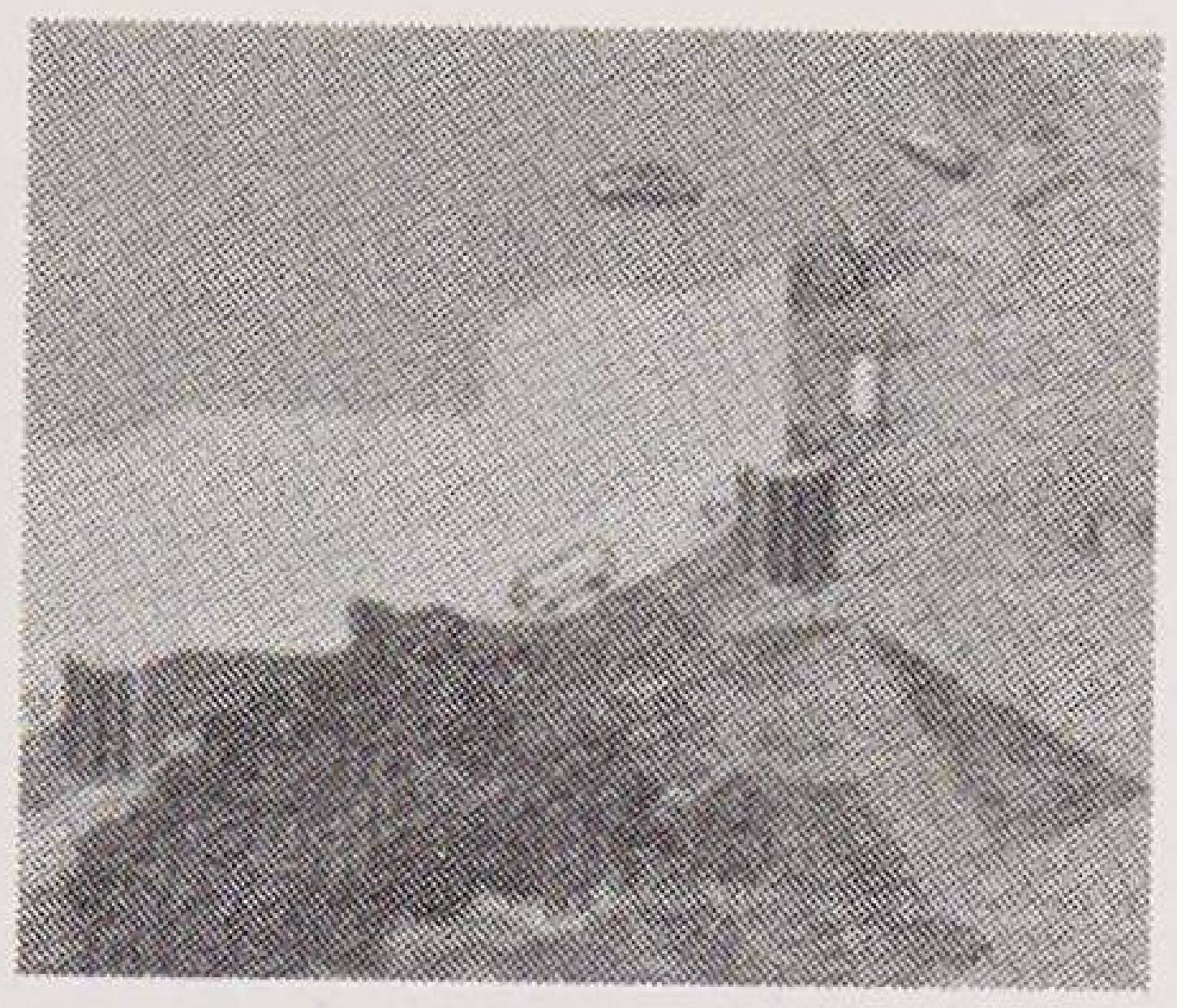


General Strategy

The overall strategy can be summed up in two words: tourist accommodations. Plan to work aggressively to create and improve them, while also adding tourist attractions.

Specific Strategy

1. Hire Bill and Emma, and fire John.
2. Bob builds a sawmill. Dee switches it to Internal Use, then changes coal production to Export.
3. Bob expands both tourist accommodation #1 and #7 to a 30 capacity. Billy improves tourist accommodation #6 to a quality of 10.
4. Dee imports 1,000 units of wood at the sawmill.
5. Bob and Billy enhance tourist accommodation #2 to a 30 capacity and 10 quality.
6. Next, Bob and Billy do the same thing at tourist accommodation #1 (18 capacity, 10 quality).
7. A 30 capacity and quality rating of 10 are established at tourist accommodation #4 and #5.
8. At #3, use a capacity of 24 and a quality rating of 10. At #6 and #7, expand capacity to 53.
9. Add another beach hotel near the ferry port (40 cap., 10 qual.). Have Billy and Emma maximize excitement at each tourist attraction, which Bob expands from a capacity of four to eight.
10. Each ferry port hotel should be expanded as demand dictates.



Mission 11 QuickStart: Tourism

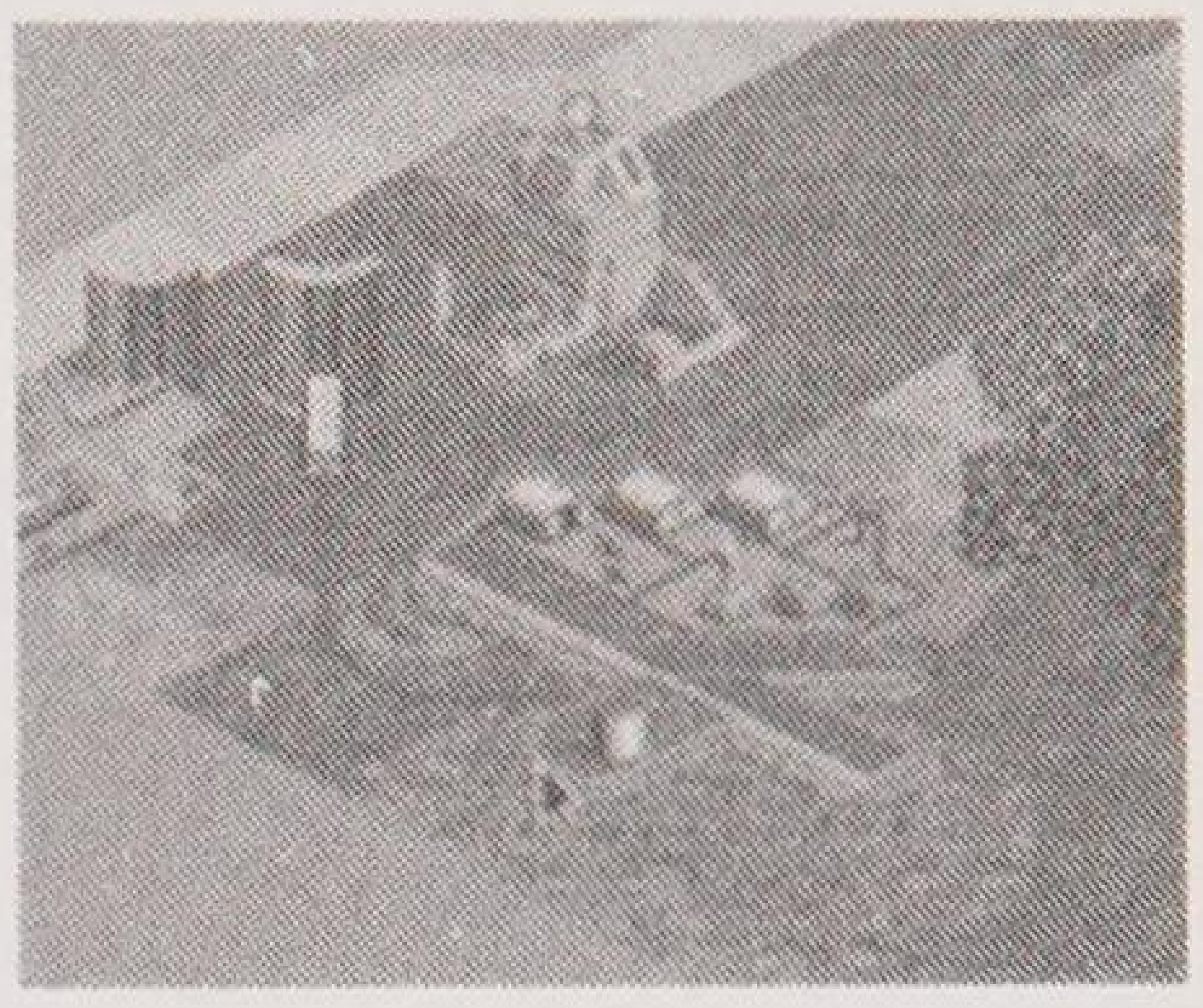
Difficulty Level: Medium ★★

General Strategy

Attracting and keeping tourists is the name of this game. And that means a heavy concentration on tourist accommodations and attractions.

Specific Strategy

1. Improve the city by building facilities and a wind plant.
2. Fire Marty and Andy. Hire Randy, Billy, and Dee.
3. De-staff the heavy industry plant and use it to buy machinery to build a wind plant and an oil rig. Also construct a sawmill.
4. Build an oil rig on the island's eastern coast, after which construct a large airport to the north of the burial cave.
5. Molly (trained to 77 percent) builds four tourist accommodations on the western coast and a fifth hotel near the airport (all with a 53 capacity).
6. Billy improves each hotel to 10 quality, then he and Emma boost the excitement level of the tourist attractions (also to a 10 level).
7. Molly builds an airport and ferry port in the north part of the island. Then she constructs three more tourist accommodations in the area. (Randy helps with this.)
8. When tourists arrive en masse at the ferry port, increase the capacity at each hotel in the vicinity. Billy and Emma raise all the tourist attractions to their top level of excitement.
9. In the southwest of the island, Molly sets up logging camps which make space for a large additional airport. Sandra speeds the process by setting the camps to Slash & Burn harvesting.
10. Molly erects two more beach hotels, expanded to 53 capacity and 10 quality level.



Mission 12 QuickStart: The Development State

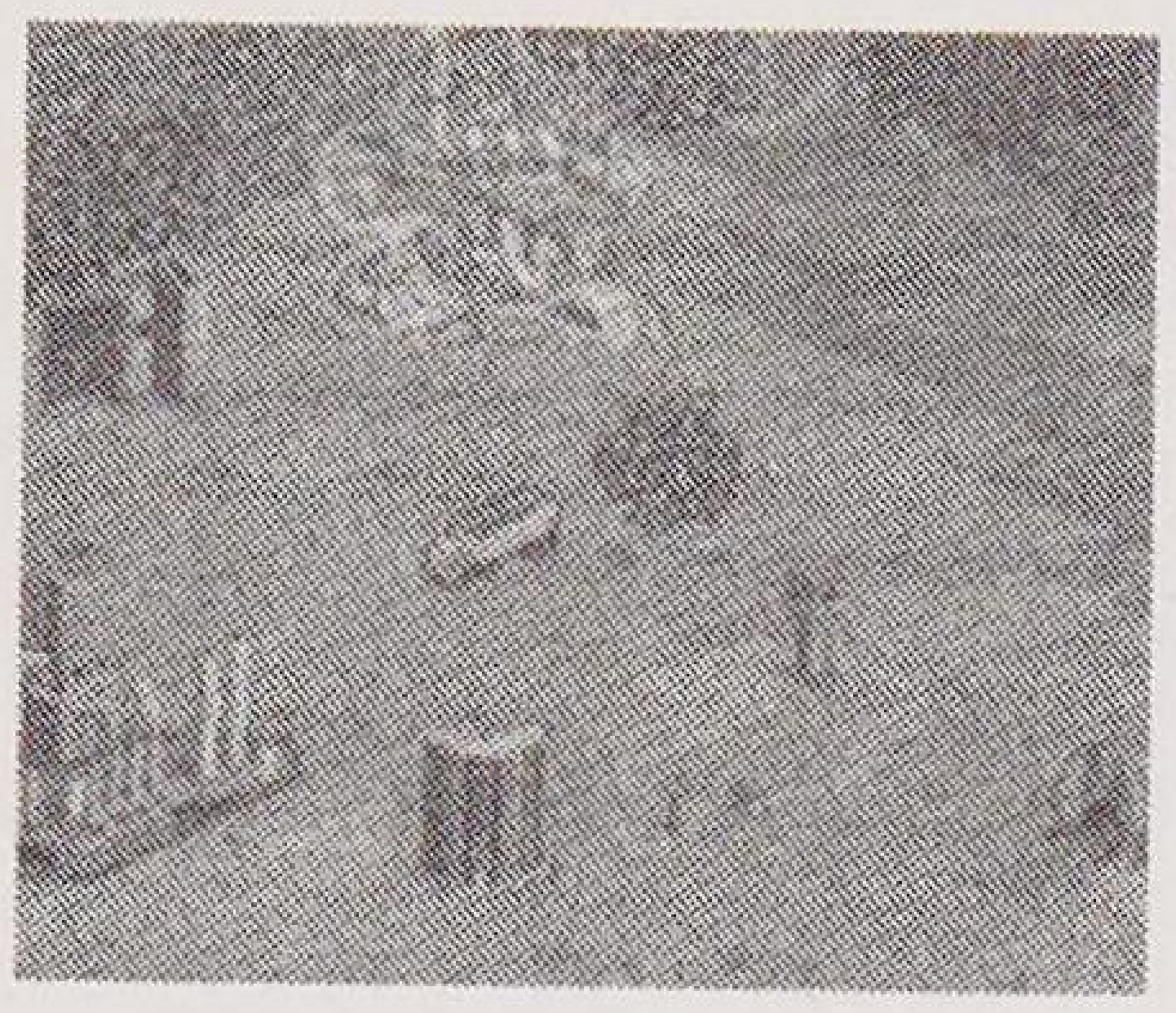
Difficulty Level: Medium ★★

General Strategy

This is the second-longest mission, but it's not terribly difficult. The key is to maximize development across most of the available industries, while planning several hi-tech plants. Captain Sprout will need to be assisted, but he's a versatile guy. (But, as stated below, Captain Sprout has this tendency to occasionally create a "sprout"--an environmentally correct creation that the Captain is convinced is helpful.)

Specific Strategy

1. Change the game speed to Slow, and hire Dee and Rick.
2. Set coal mines to internal use, temporariily downsize the operations, and build a sawmill for importing wood.
3. Build a large airport, a ferry port, a large tourist attraction, and several large accommodations. When money starts coming in, build three towns.
4. Train the villages to increase food production. The villages will have to be split and trained several times.
5. Place two or three logging camps, set to Non-Sustainable logging.
6. Build a heavy industry factory and a steel mill, set to internal use. Then construct a chemical plant to make plastics , also for Internal Use.
7. Build two or three oil rigs, a pumping station and manufacturing plants for producing Cheap Manufactured Goods and Quality Manufactured Goods.
8. Switch the heavy industry factory to Cheap Car production.
9. When you have enough Quality Manufactured Goods, set up two hi-tech factories, one for producing Quality Consumer Goods and the other for making Quality Cars. Both should be set for internal use.
10. Should you want to slow the towns' evolution into cities, increase the welfare of the nearby villages (which will slow down food production, etc.). If pollution becomes a problem, make the switch to wind power.



Mission 13 QuickStart: Ripe For Tourists

Difficulty Level: Hard ★★★

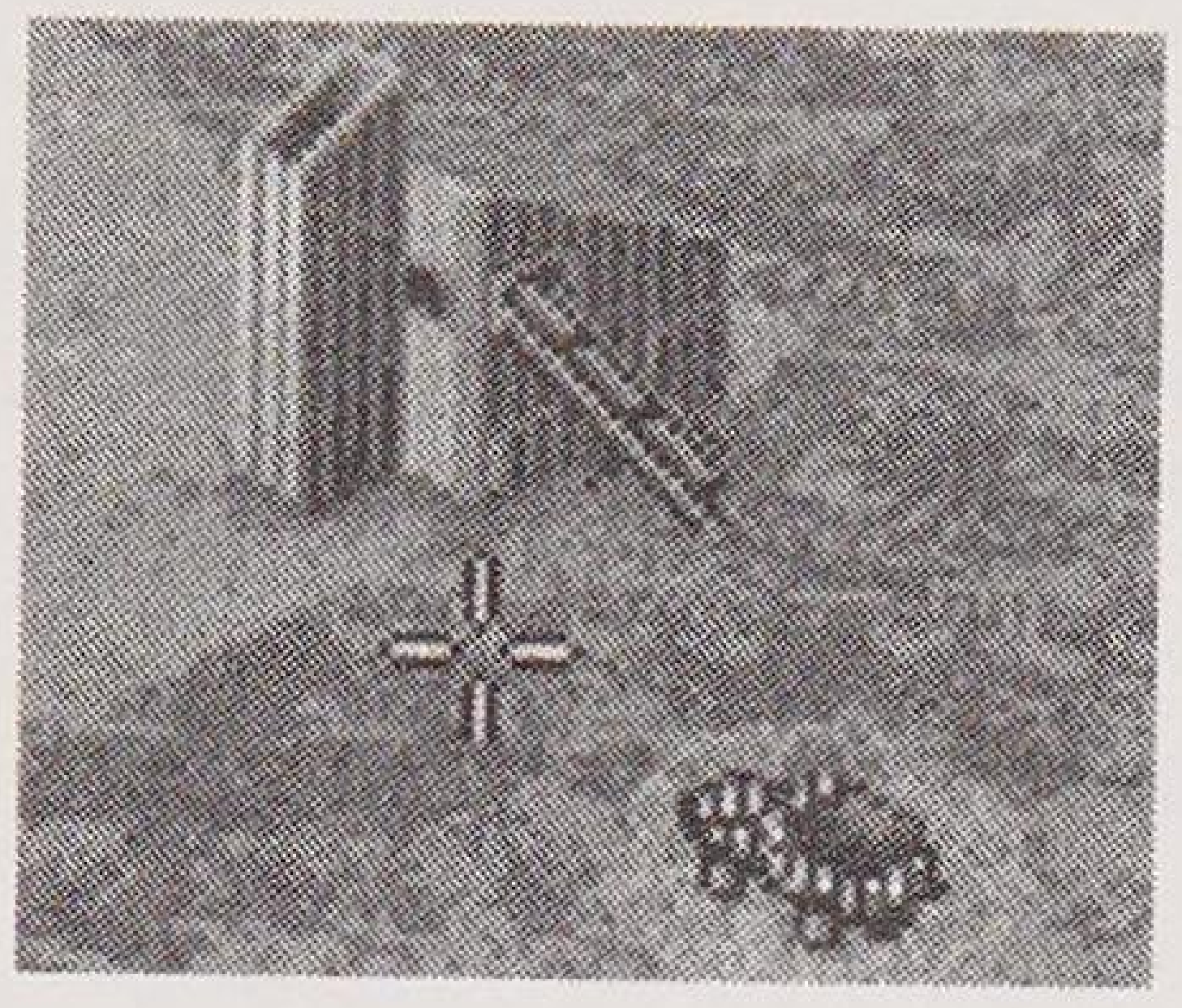
General Strategy

This is another toughie! Building an industrial force is made a bit easier because of the amount of money you have. But the complexity comes in coordinating all of the industries efficiently in the 10-year period to create those 50 units of each type of manufactured consumer product.

Specific Strategy

1. After hiring Billy and Paul, move Molly to the island's northwest corner to set up an oil rig. Then, build facilities for the city, and switch the iron ore mine and sawmill to Internal Use.
2. Molly builds logging camps and a sawmill to clear space in the opening of the circular mountains, the eventual site of a large airport. Billy reroutes oil resources for plastic production at the chemical plant. Start making room for key resources at the warehouse.
3. Expand the airport, and then build three hotels (all with capacities of 53 and quality levels of 10) and a tourist attraction (which Billy and Emma make more exciting). Move Molly to the northwest of the island to construct another oil rig. Use the two-dimensional map to locate the rich 16,000-unit orange area of oil.
4. When 50 Cheap Consumer Goods are made, move on to Cheap Manufactured Goods. Paul switches the hi-tech plant to Cheap Car production and Molly builds a heavy industry plant for importing heavy machinery. Have Marty build an oil pumping station along the coast near the new rig.
5. Change the new plant to Quality Manufactured Goods while Billy imports 180 Cheap Manufactured Goods at the original plant (in three lots of 60). Billy also needs to import vast quantities of wood.
6. Erect a new oil pumping station on the southeastern coast, then locate a chemical plant (plastic production) between the first pumping station and manufacturing plant #1.

7. Paul increases the skilled labor at the hi-tech plant from four to six. Meanwhile, Billy buys 260 Cheap Manufactured Goods at plant #1, and 50 Quality Manufactured Goods at plant #2.
8. After 50 Cheap Cars are made, Paul changes hi-tech plant production to Quality Cars. Billy alternates between importing Cheap Manufactured Goods and Quality Manufactured Goods.
9. Deconstruct the first pumping station and the chemical plant nearby. Hire six more unskilled laborers at the steel mill.
10. Keep your stock of Quality Manufactured Goods to 100 or more, while Molly deconstructs plants no longer needed once production quotas are met.



Mission 14 QuickStart: Deforestation

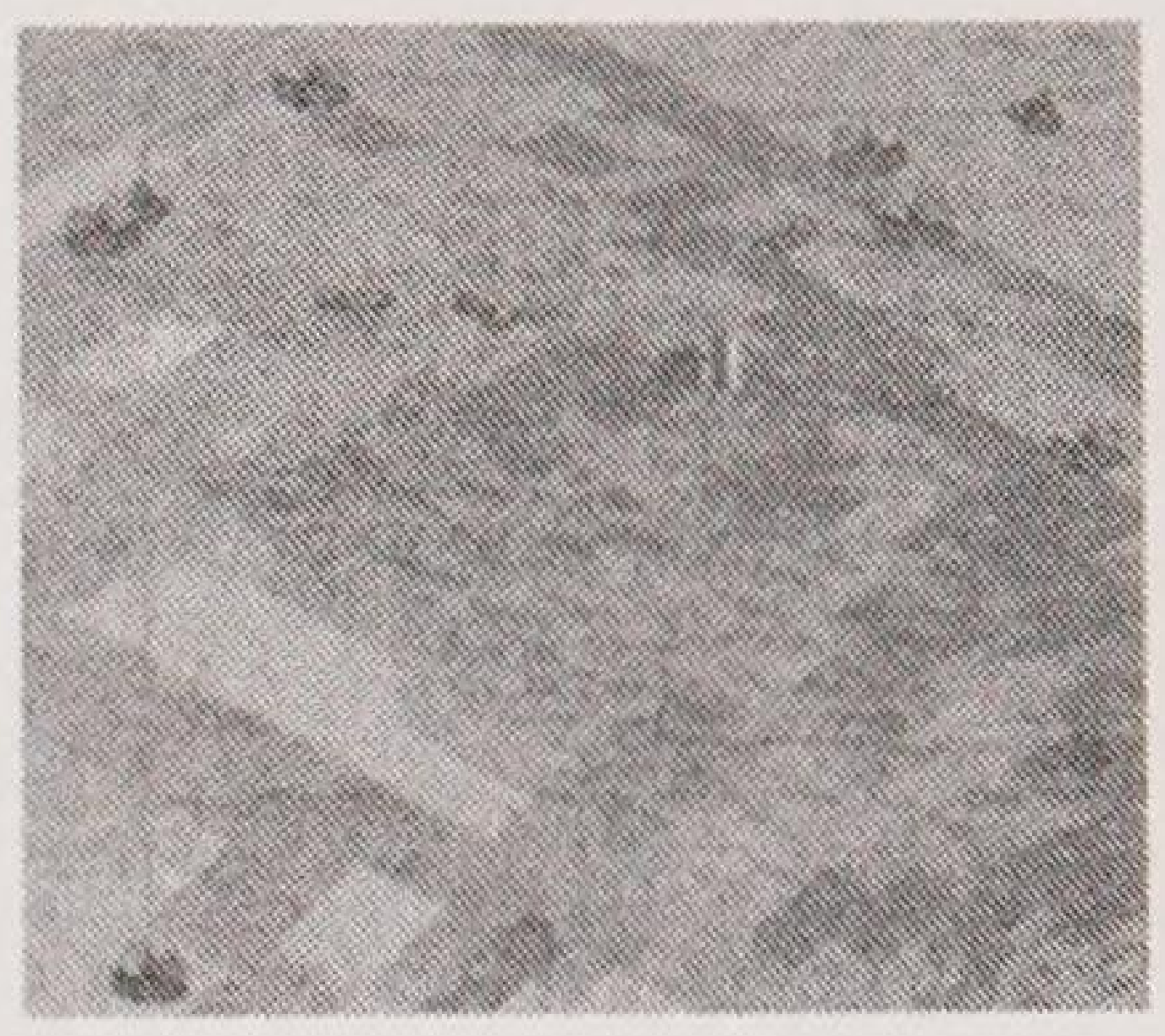
Difficulty Level: Easy ★

General Strategy

The key to the Deforestation mission is Non-Sustainable Logging. All logging camps should be set to Non-Sustainable to win this scenario.

Specific Strategy

1. Move Marty to the city and improve the health, education, recreation, and spiritual levels.
2. At Agent Headquarters, train Emma to at least 90 percent; hire Karen for her flora and forestry skills and Andy for his local culture skills.
3. Move Emma to the villages and batch train a majority of the villagers. If the food supply gets too large, the city population will grow too quickly and the city will become too expensive to maintain.
4. Find an oil location by using the two-dimensional map.
5. Have Marty build an oil pumping station and an oil rig at the location found using the two-dimensional map.
6. Move Neil to the oil rig and set it to Drill Double.
7. Have Marty build a sawmill connected to four logging camps and an extra tanker.
8. Move Karen to the logging camps and change them to Non-Sustainable.
9. Send Dee to the villages and hire unskilled labor to work in the logging camps.
10. Move Andy to the city and have him upgrade the health, education, and spiritual levels. Have Marty improve the recreation level.



Mission 15 QuickStart: Underdeveloped Villages

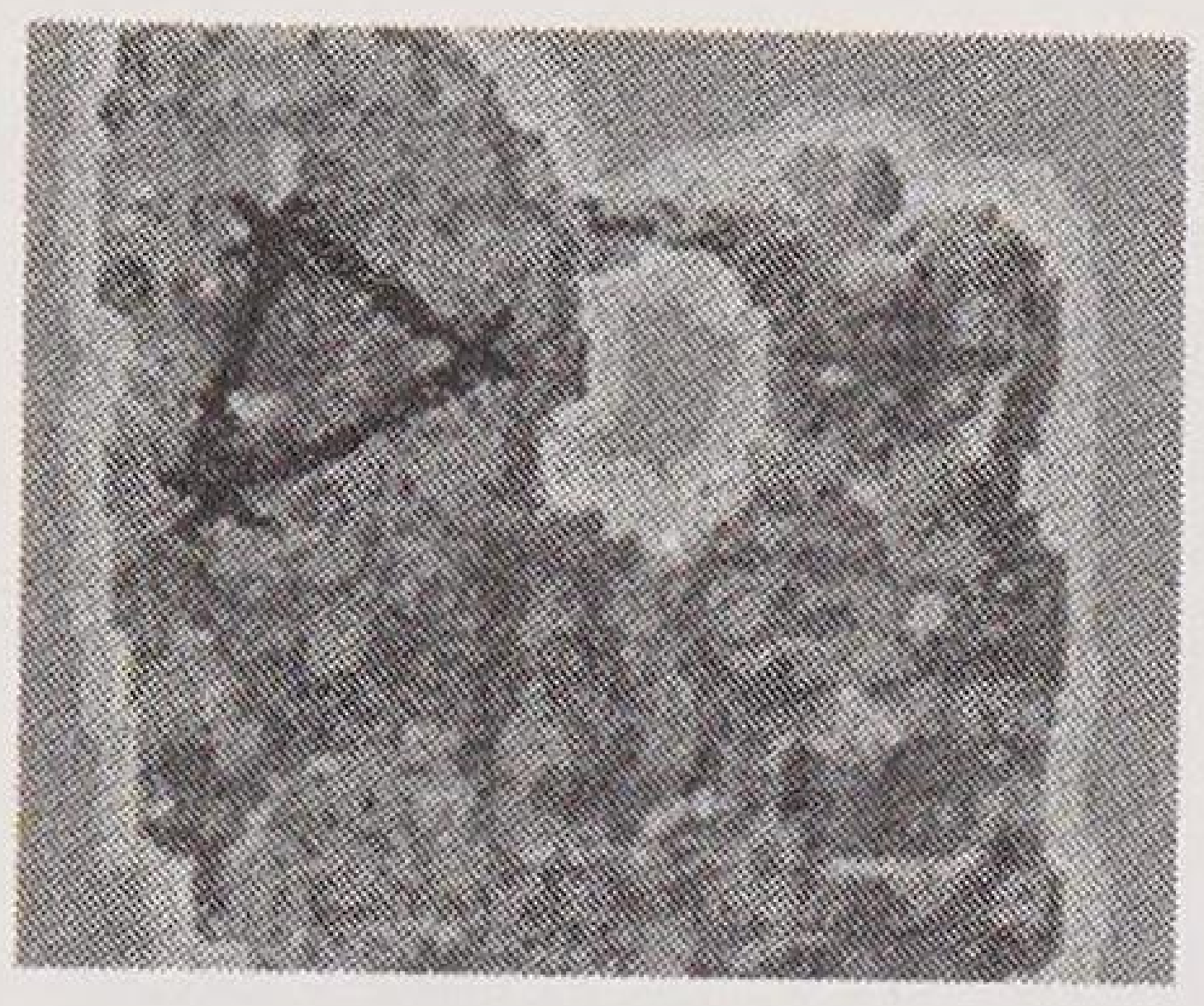
Dificulty Level: Medium ★★

General Strategy

Balanced growth is the key here. Creating conditions for islanders to increase their food supply is important, which relates to the Efficiency goal. And World Opinion levels fluctuate based on attributes such as pollution levels, happiness of the population, and general environmental stability.

Specific Strategy

1. Hire Dee.
2. Train Matt for his local ecology skills.
3. Go to the city and build a hospital and a college, and increase recreational and spiritual levels. Morv would be a good agent for the task.
4. Move Mike to the sawmill and change it to Internal Use. Import more wood as you need it.
5. Move Morv to the hotel on the beach and extend it.
6. Move Morv to the beach resort and extend it.
7. Move Matt to the villages and batch train to at least 90 percent efficiency.
8. Move Kev to the heavy industry building and Apply Job to the machinery. Then have Dee Buy Product for machinery.
9. Have Morv build a wind plant for the city and add a couple of extra windmills.
10. Move Morv to the town and build a hospital and college. Then, increase recreation and spiritual levels.



Mission 16 QuickStart: Mystic Lines

Difficulty Level: Easy ★

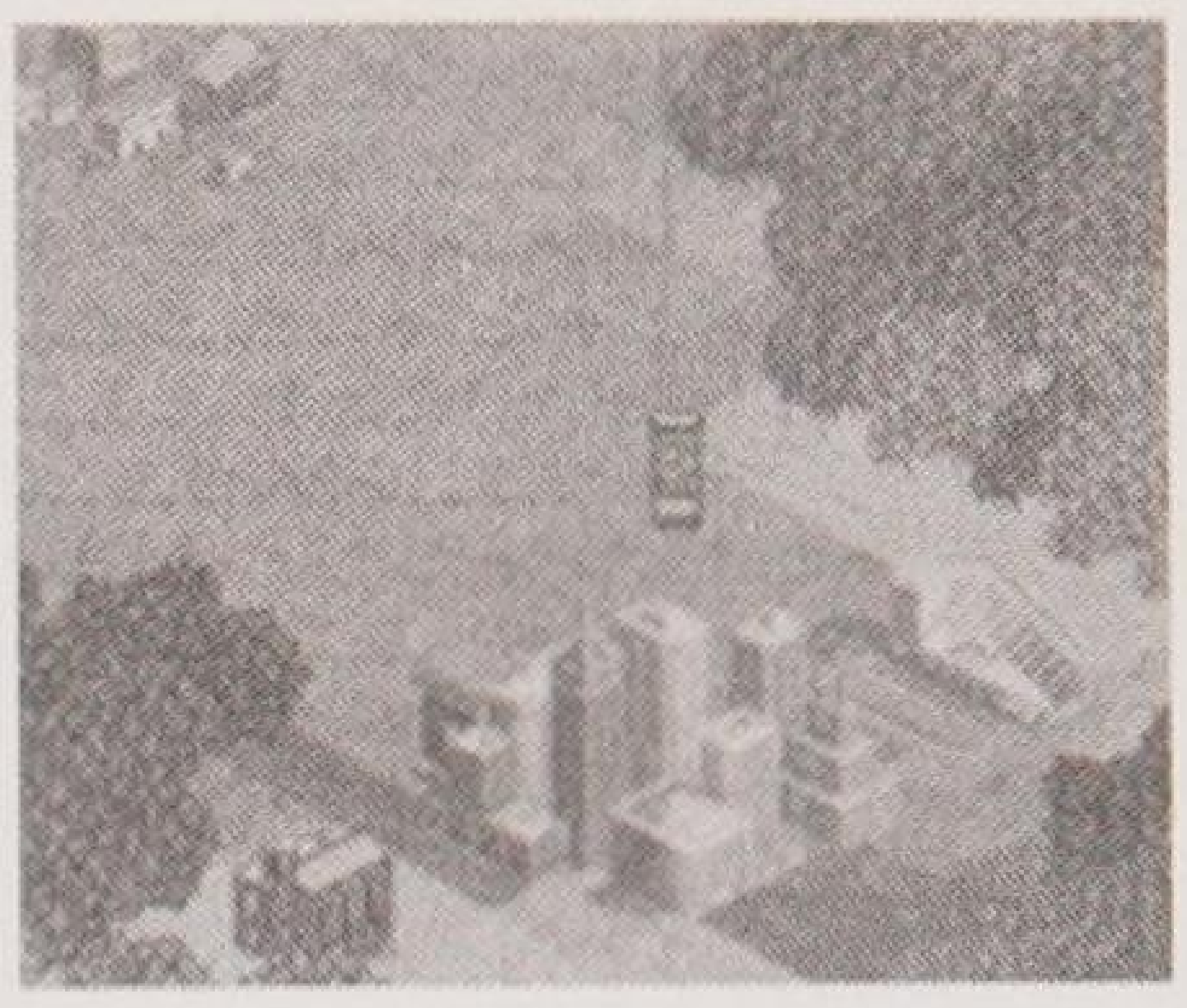
General Strategy

The objective here is to build up your cities; don't forget to check the happiness level of the islanders. You need to quickly exploit the discoveries that are made on the island.

Specific Strategy

1. Train Rick to more than 90 percent.
2. Have Bob go to the city and build a hospital and a college and increase recreational and spiritual levels.
3. Send Dee to the sawmill to change it to Internal Use. Import as much wood as you need to.
4. Have Bob build hotels near the ferry port. Build near the beach so the hotels have a beach resort.
5. Have Bob extend the hotels and beach resorts to meet the demand of tourists coming in from the ferry port.
6. When an ancient ancestral burial site is revealed to you, go there an have Dee allow the archaeologists to examine it.
7. When information on the Lost City becomes available, send Rick to the location between the three X's on the map.
8. When Rick finds the Lost City, have Dee go there and allow the archaeologists to dig it up.
9. Keep extending the hotels to more than 70 rooms. Make sure the hotels are fully improved. Resorts should be fully extended and have maximum excitement.
10. If hotel rooms are still not filling all the way up, build a third airport and expand it into a large airport.

Mission 17 QuickStart: City Blues



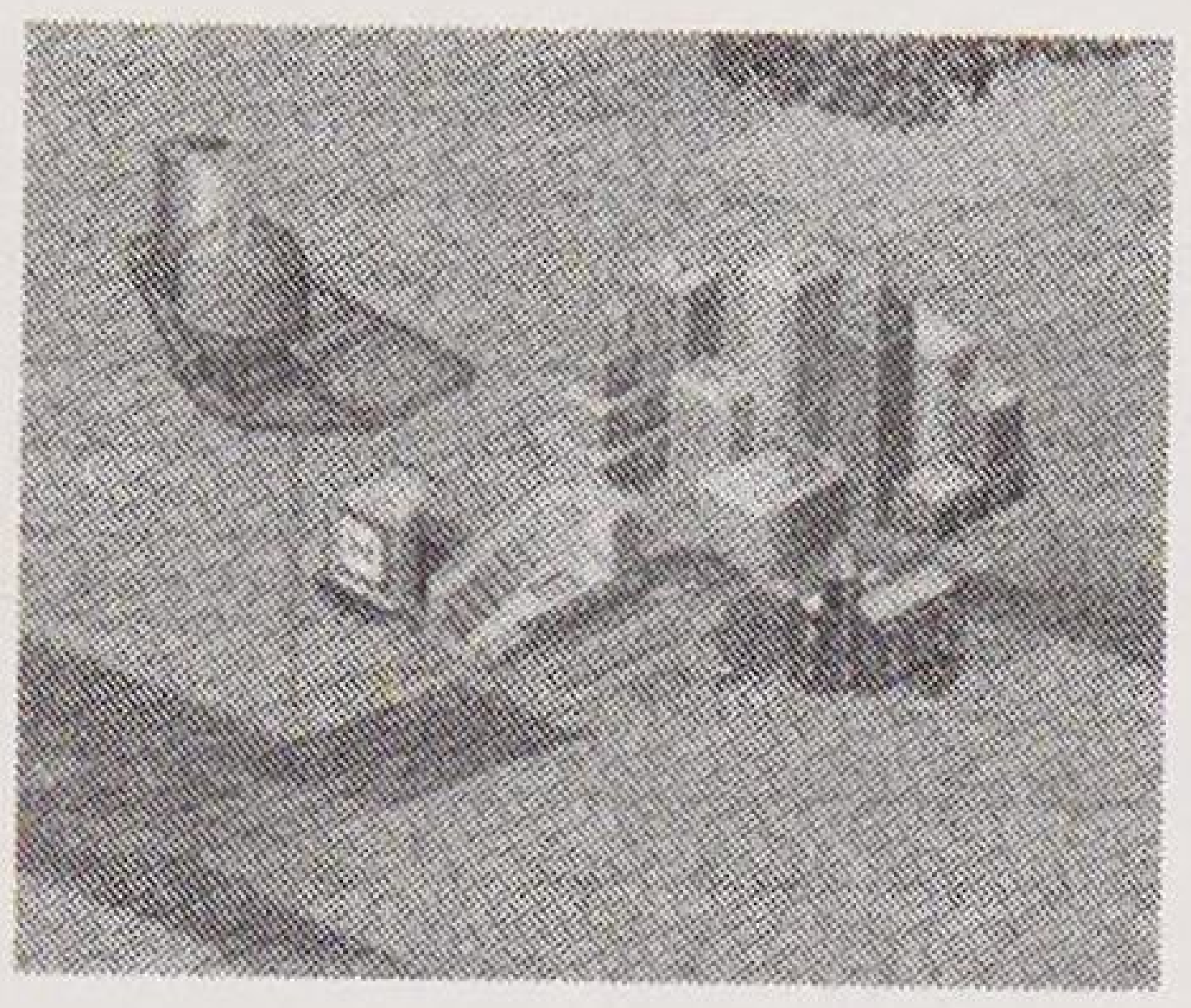
Difficulty Level: Hard ★★★

General Strategy

A tight timetable and a high percentage of Population Happiness as a goal makes this mission one of the most difficult. Concentrate on building up city services and providing positive cash flow.

Specific Strategy

1. After training two villages, bring Iain to Agent Headquarters and train him to 90 percent, enabling him to batch train villages. While there, hire Marty and fire Doug.
2. Speed up iron ore production while building two oil rigs and a pumping station in the southeast. (Also add a tanker.)
3. Tweak the facilities at city #1 and construct a sawmill due north of the city. Also build facilities at Pollution City.
4. Order Neil to go to the iron ore mine on the west-southwest portion of the island and to Drill Double.
5. Dee splits the ripened villages into two, followed by batch training from Iain.
6. Locate a silver deposit on the southwestern peninsula and send Marty out to build a mine.
7. Make a series of improvements in the city facilities while Neil keeps importing Cheap Consumer Goods.
8. Clean up Pollution City by switching to wind power and deconstructing the coal-powered plant.
9. Build windmills when you can afford them.
10. Continually upgrade city services while keeping a careful eye on your EMU reserves.



Mission 18 QuickStart: Bigger and Better

Difficulty Level: Easy ★

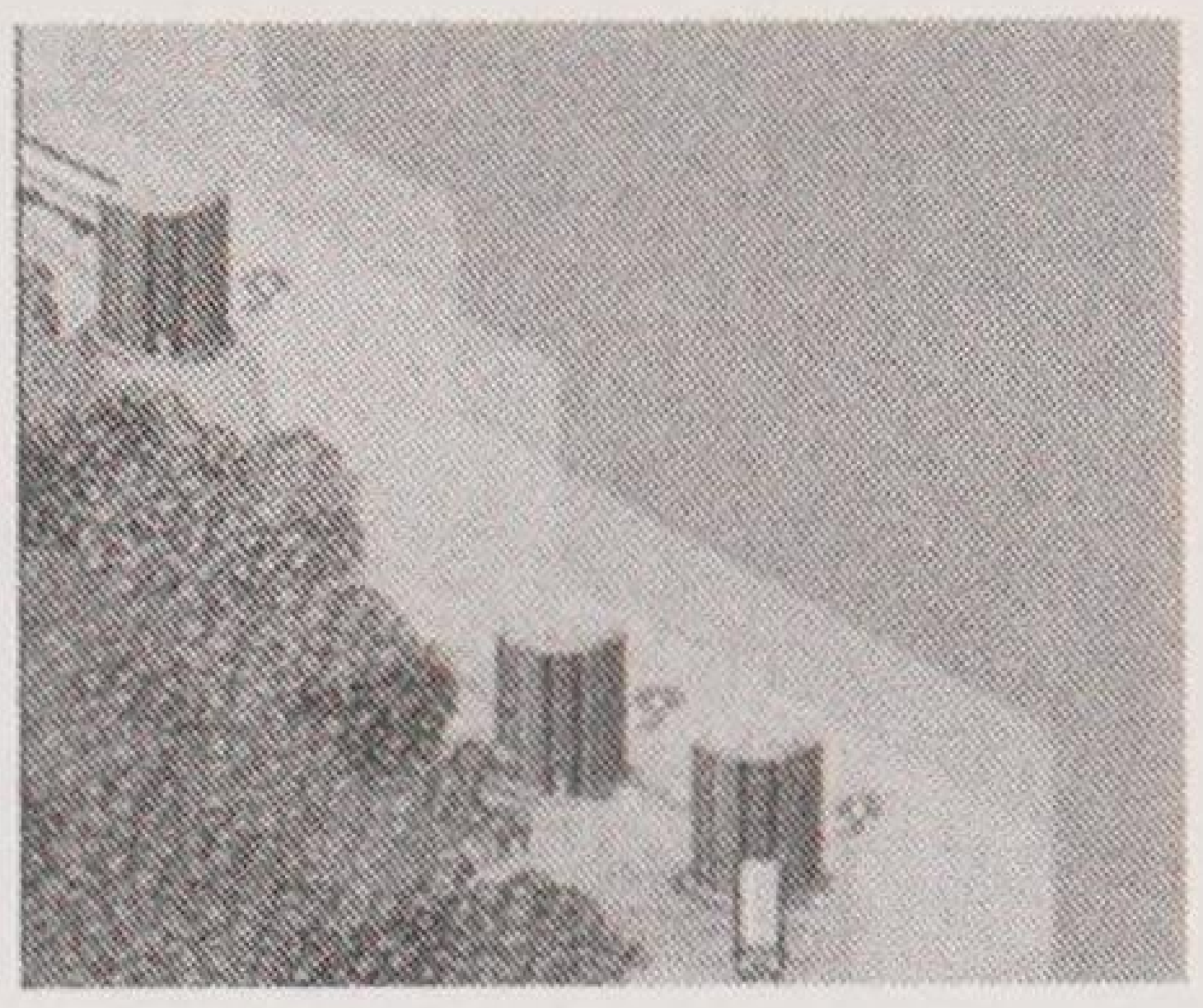
General Strategy

The key to this scenario is productivity from both the villages and the towns. All five cities must have a rating of Very Good or higher for you to win this mission.

Specific Strategy

1. Fire Tod, Nigel, Doug, John, and Morv; hire Randy, Dee, Billy, and Emma; and train them to more than 75 percent.
2. Move Billy to all coal mines and select Export. Move Randy to all iron and coal mines and select Mine Double.
3. Send Emma to all the villages on the island and batch train for labor as needed.
4. Select Internal Use on both sawmills and import more wood as needed.
5. Build a large airport and hotels. Extend and improve the hotel until occupancy is more than 50 and the quality rating is more than 10.
6. Send Karen to thoroughly explore remaining jungle areas. This should yield one or two pots of cash.
7. Send Dee to villages to start new villages and continue to train whenever necessary to maintain the food supply at or above 500 at all times.
8. Have Randy build towns, upgrade the facilities as much as possible, and start a heavy industry. Have Billy switch the plant to Heavy Machinery for internal use. Import more machinery as needed.
9. Build nuclear power plants and wind power plants for energy. Send Randy to the nuclear power plant and increase uranium to 20.
10. As the towns become cities, improve health, education, recreation, and spiritual levels to Excellent. (Make sure that the Population Happiness rating of your cities is at least Very Good by having sufficient power and facilities available.) If your money runs low, revert the villages to farming, and keep splitting the villages and batch training the new ones.

Mission 19 QuickStart: Up for Sale



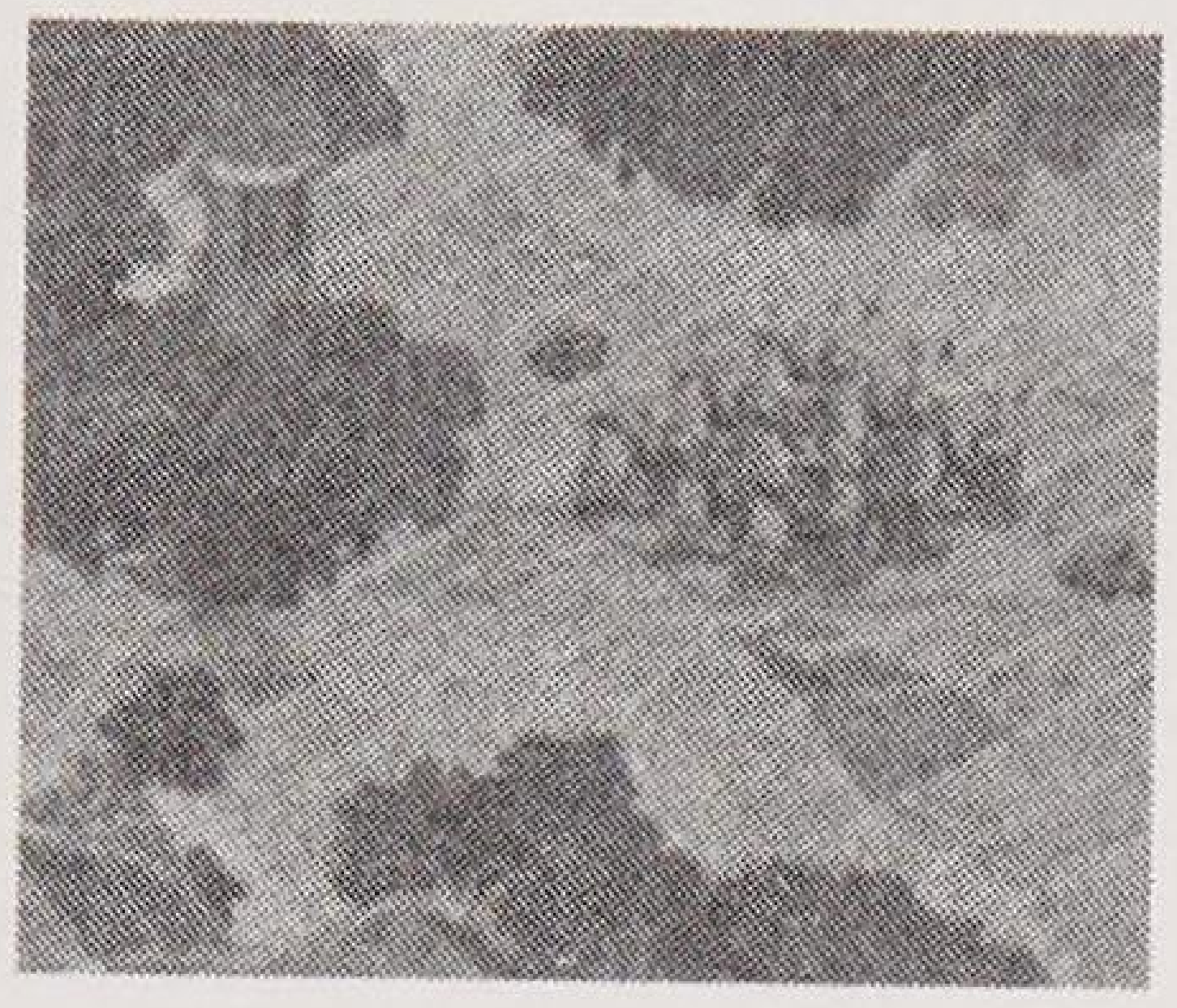
Difficulty Level: Hard ★★★

General Strategy

Since there can be no private industry on the island, earning your 250,000 EMUs is going to depend on how well you can make the island attractive for tourists. Balance the construction of tourist transportation facilities with the growth of tourist accommodations.

Specific Strategy

1. Send Bob to the north end of the island and set up two ferry ports.
2. Have Bob build a sawmill nearby.
3. Have Dee go to the sawmill and change it to Internal Use. Import more wood as you need it.
4. Build four hotels near the beach so they each have their own beach resort. Make sure they are close to the ferry ports.
5. Mine the gold on the island using Bob to build a gold mine.
6. Begin the process of extending the hotels using Bob and improving the hotels with Billy.
7. Hire someone with ecology skills, such as Emma. Use Billy and Emma to increase the excitement at the beach resorts. Use Bob to extend the resorts.
8. Continue to extend and improve (increase excitement) all hotels and resorts. Hotels should have more than 60 rooms. Max out everything else.
9. If the hotels are not filling up all the way, build a third ferry port nearby. When hotels appear full, build a fifth hotel nearby and increase its rooms and improve the hotel.
10. Time Saver: When building hotels, use a different construction worker in each hotel. This way they can all work on the hotels at the same time.



Mission 20 QuickStart: Them Good Ol' Boys

Difficulty Level: Hard ★★★

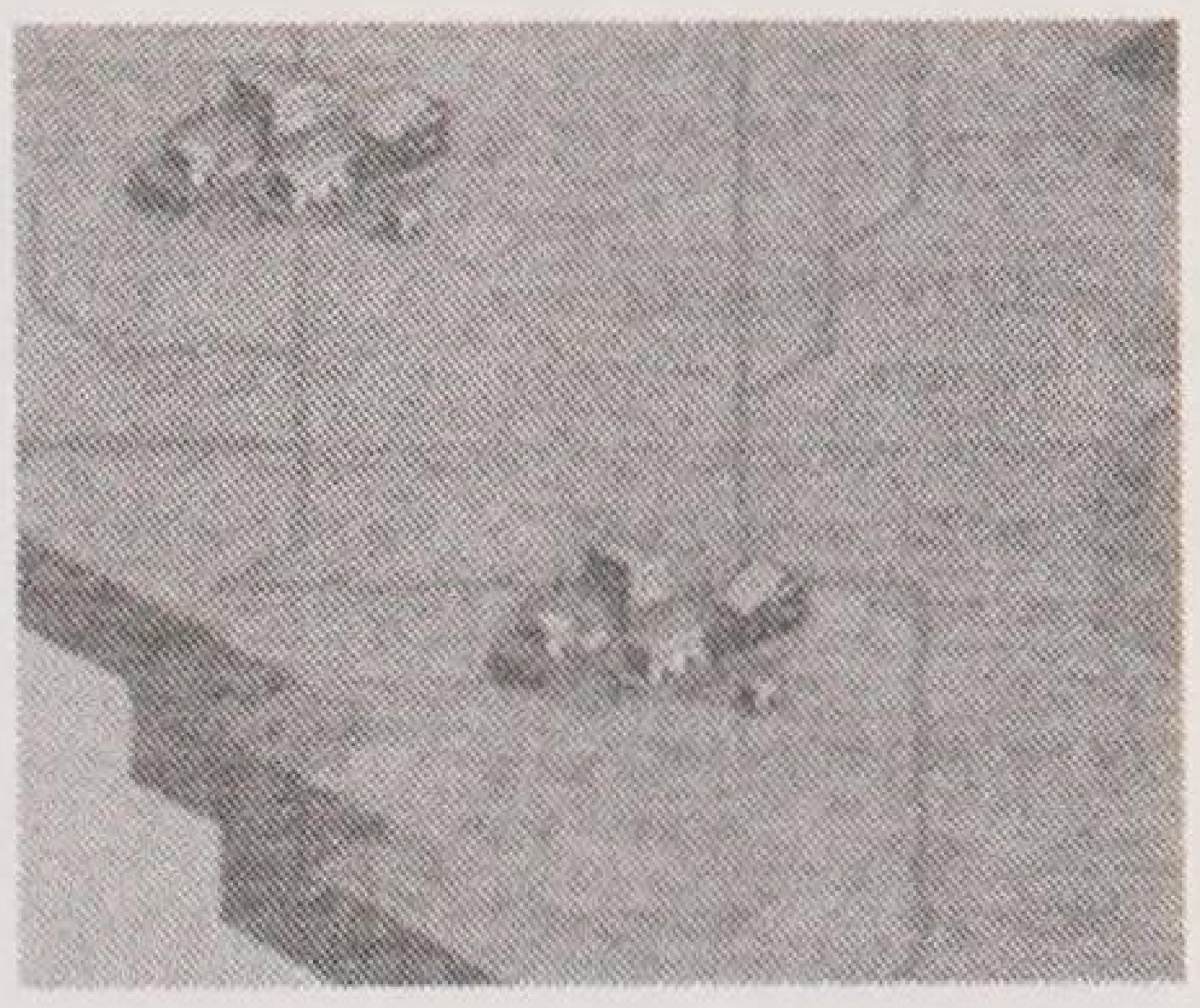
General Strategy

The money is the most important thing here. Don't worry about World Opinion or the Population Happiness rating. Build, build, build.

Specific Strategy

1. Fire Sandra and Andy.
2. Hire Marty, Mike, Dee, Rick, and Billy.
3. Train Rick to more than 70 percent.
4. Build a sawmill, a large airport, hotels, and attractions.
5. Increase excitement at the attractions.
6. Improve and extend the hotels.
7. Build up heavy industry.
8. Switch plants to Heavy Machinery for Internal Use.
9. Build an oil rig and a pumping station.
10. Wait and count your EMUs.

Mission 21 QuickStart: Baby Boom



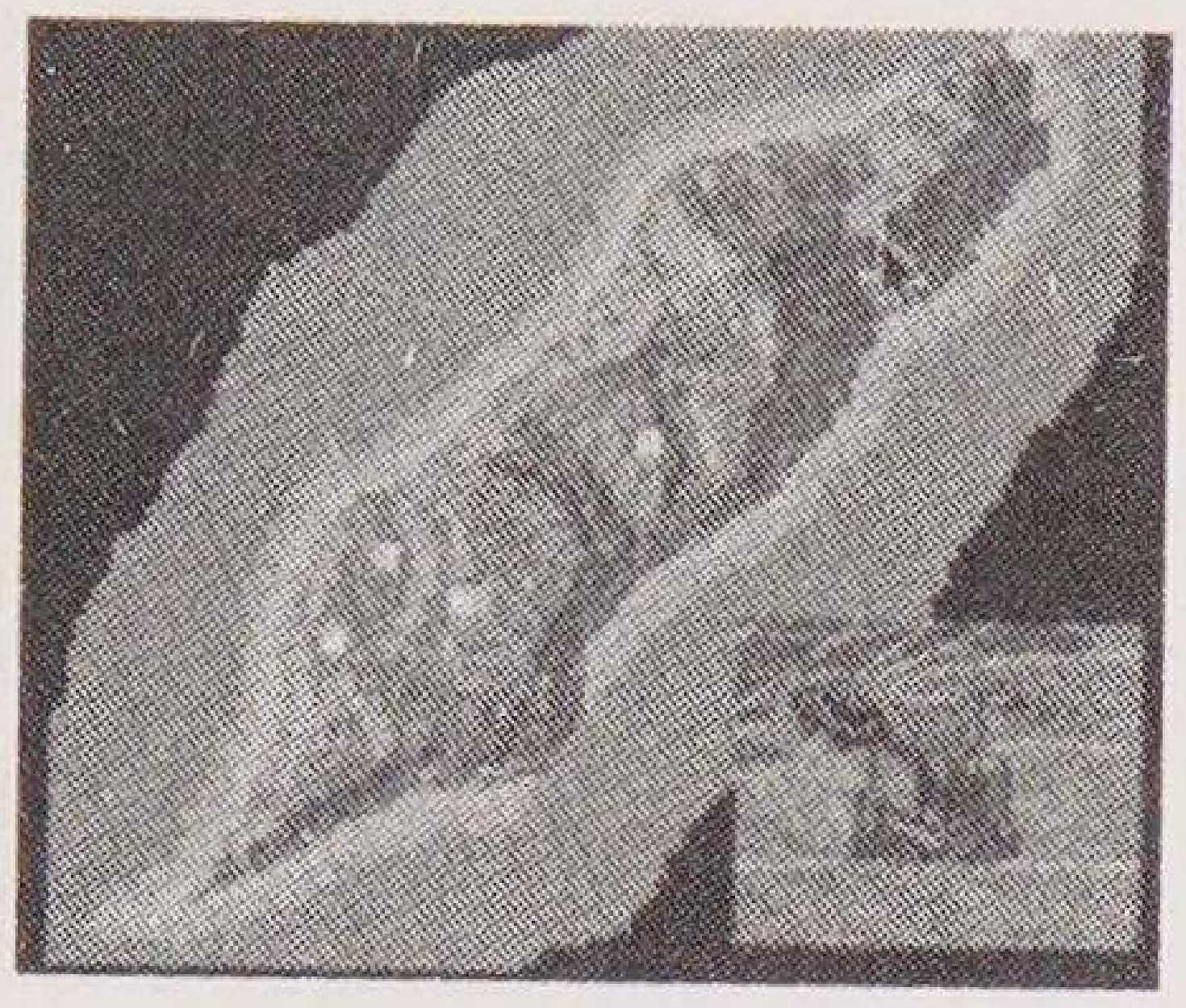
Difficulty Level: Medium ★★

General Strategy

Your job here is to ensure that the island's population grows and develops. Within six years, you must make sure the population exceeds 150,000, with a Population Happiness is at least 50 percent. While not the hardest mission, it does require a consistent population growth strategy.

Specific Strategy

1. This scenario requires no industry, so Bob should deconstruct all manufacturing facilities. When he finishes, have him build a ferry port.
2. After switching sawmills to internal use, send an agent to build facilities at the city. Also, train Iain to 90 percent so he can batch train villages.
3. Change power usage to wind, exporting coal and deconstructing the power station. Billy starts importing wood at the sawmill, as he'll do periodically from here on out.
4. Build a new town between the city and the town, and keep building windmills as needed to match power demands.
5. When towns become cities, immediately build and upgrade their facilities. And as village populations grow, send Dee out to split them into two villages, which Iain can then batch train.
6. Fire Mike, then hire and train Rick so he can explore the island for treasure.
7. Build and upgrade new towns in an ongoing manner.
8. Keep windmill supply within one or two units of a city's power demand, and construct new wind plants for each emerging city.
9. If food supplies dwindle, send Dee to fully developed villages so he can split them. Follow up with batch training from Iain.
10. When towns that have been largely ignored become cities, hurry to them and make upgrades as quickly as possible. Otherwise, the city's unhappiness could cost you.



Mission 22 QuickStart: Goods A Go-Go

Difficulty Level: Easy ★

General Strategy

The approach here is fairly simple, but the time constraints are tight. Work toward boosting your three towns' populations to turn them into cities.

Specific Strategy

1. Change the speed of the game to Slow.
2. Train Rick, Bob, and Iain to at least 90 percent.
3. Send Dee to the sawmill and change it to Internal Use.
4. Send Bob to the individual towns and build each a hospital, a college, a recreational facility, and a place of worship.
5. If your wood supply runs out, import more.
6. Send Rick out to different locations in the jungle to look for goodies.
7. Mine the gold on the island by having Bob build a gold mine. This will give you additional income.
8. Have Iain go to the villages and batch train.
9. Send Bob to locations just outside the towns and build a wind plant for each town with an extra windmill or two.
10. When the villages reach large populations, have Dee make new villages. Have Iain train each new village as needed. This will increase food production and increase the town's population to more than 100,000.

Mission 23 QuickStart: Land Romp

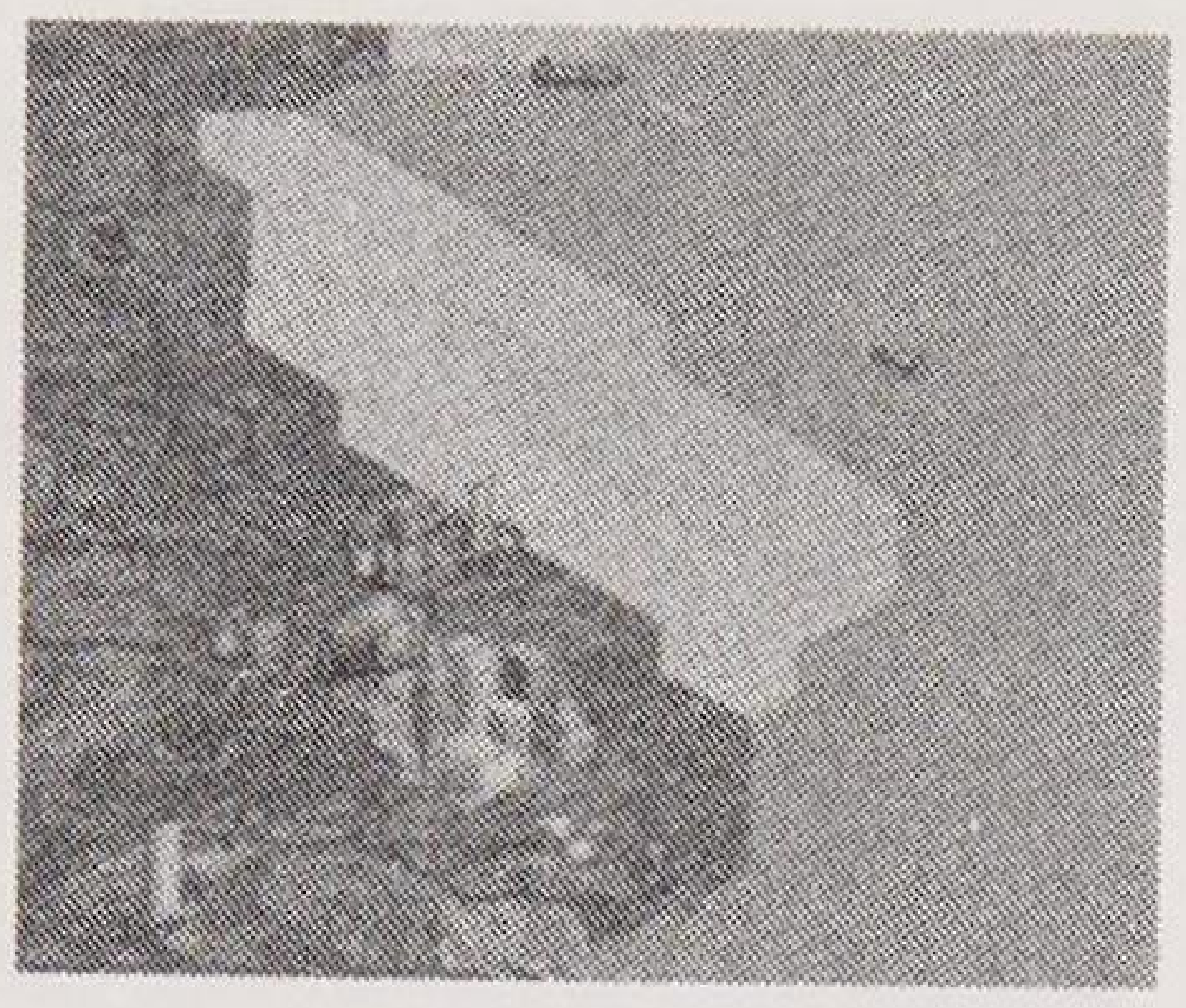
Difficulty Level: Easy ★

General Strategy

The orders are clear—clear-cut, that is. Slash & Burn is the order of the day as you tear down paradise. Export lumber and develop oil resources to earn your EMUs.

Specific Strategy

1. Fire John and Matt. Hire Morv for her construction skills.
2. Have Bob build an oil rig at each of two deposits off the northeast coast.
3. Add a tanker and give orders to Drill Double at both rigs.
4. Order Bob to construct an oil processing plant onshore.
5. Have Bob build a sawmill in a centralized location in the middle of plenty of wooded acres. Then, order Bob and Morv to place as many logging camps as possible in the timber-rich areas.
6. Train the village natives and let Dee recruit more unskilled labor for the additional logging camps.
7. Switch logging camps to Slash & Burn.
8. Order Bob and Morv to construct logging camps simultaneously, although not too close together.
9. As soon as a camp is completed, Rick moves in and switches the camp to Slash & Burn.
10. When a camp closes, have Bob or Morv replace it with a new camp in other forested areas. Keep this up until a third of the land is cleared.



Mission 24 QuickStart: Pollution City

Difficulty Level: Hard ★★★

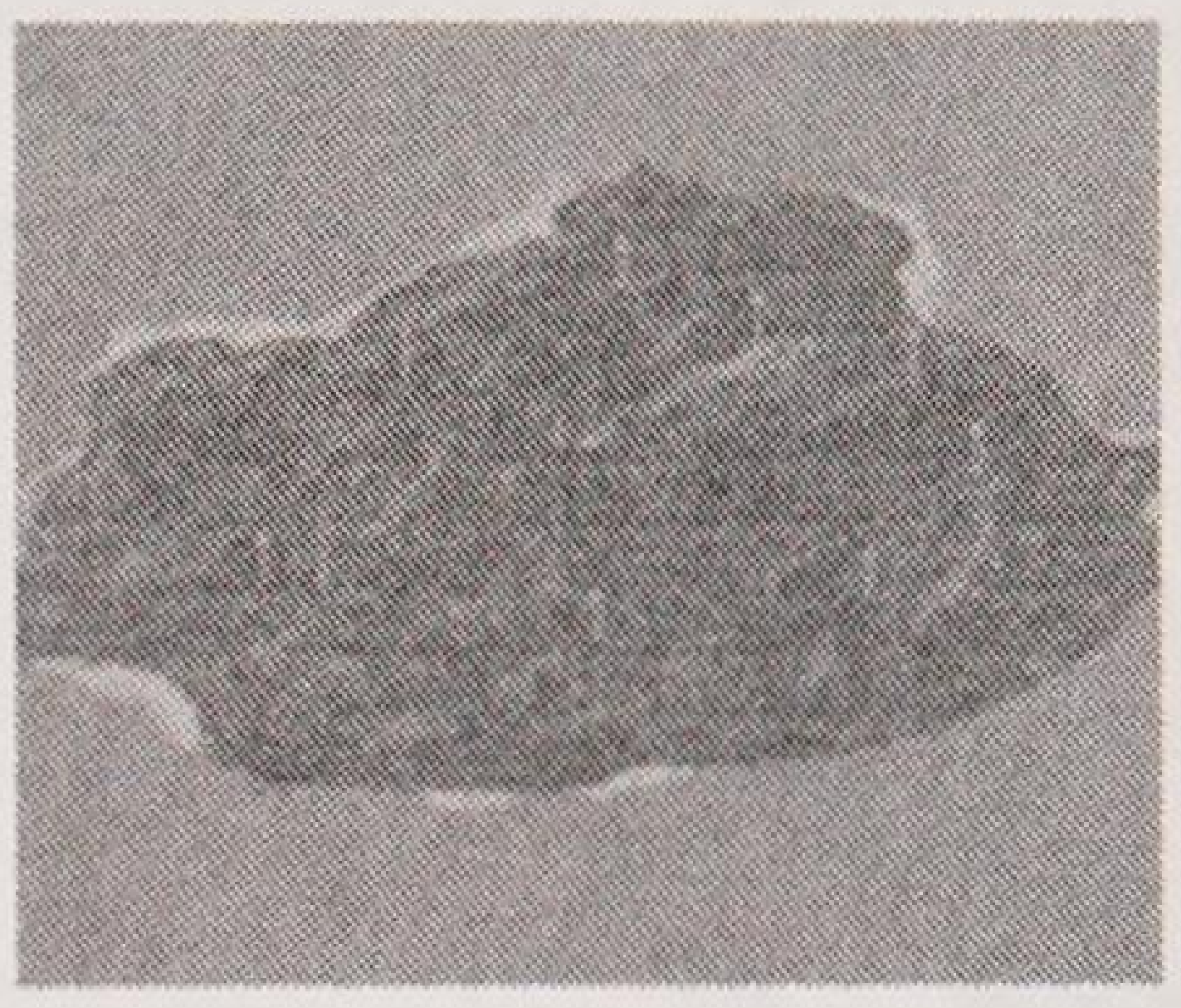
General Strategy

Your goal is to get World Opinion up to 75 percent, and you've got to rid the island of significant pollution to do it. Go after the oil first to get positive income, then start knocking back the pollution.

Specific Strategy

1. Have Doug switch both oil rigs to Drill Double.
2. Have Morv add New Tanker at both rigs.
3. At Agent Headquarters, fire Nigel and Tod.
4. At Agent Headquarters, hire Dee,for negotiation skills.
5. Have Dee convert all sawmills to Internal Use.
6. Order Morv to build each facility in all four cities. You will need Dee to import wood to complete this.
7. Construct a third oil rig off the northern shore, northwest of the oil pumping station already present.
8. Have Doug switch the new rig to Drill Double.
9. Have Morv deconstruct all mines.
10. Have Morv add health, recreation, education, and spiritual upgrades to the southwest town.When World Opinion reaches 75 percent, the scenario is completed.

Mission 25 QuickStart: The Island Generator



Difficulty Level: N/A

General Strategy

Choose this scenario to create a randomly generated island. There's no specific mission on this island, but the opportunity to explore and manipulate an unpredictable environment will hone your skills for other missions. Practice, practice, practice.

Specific Strategy

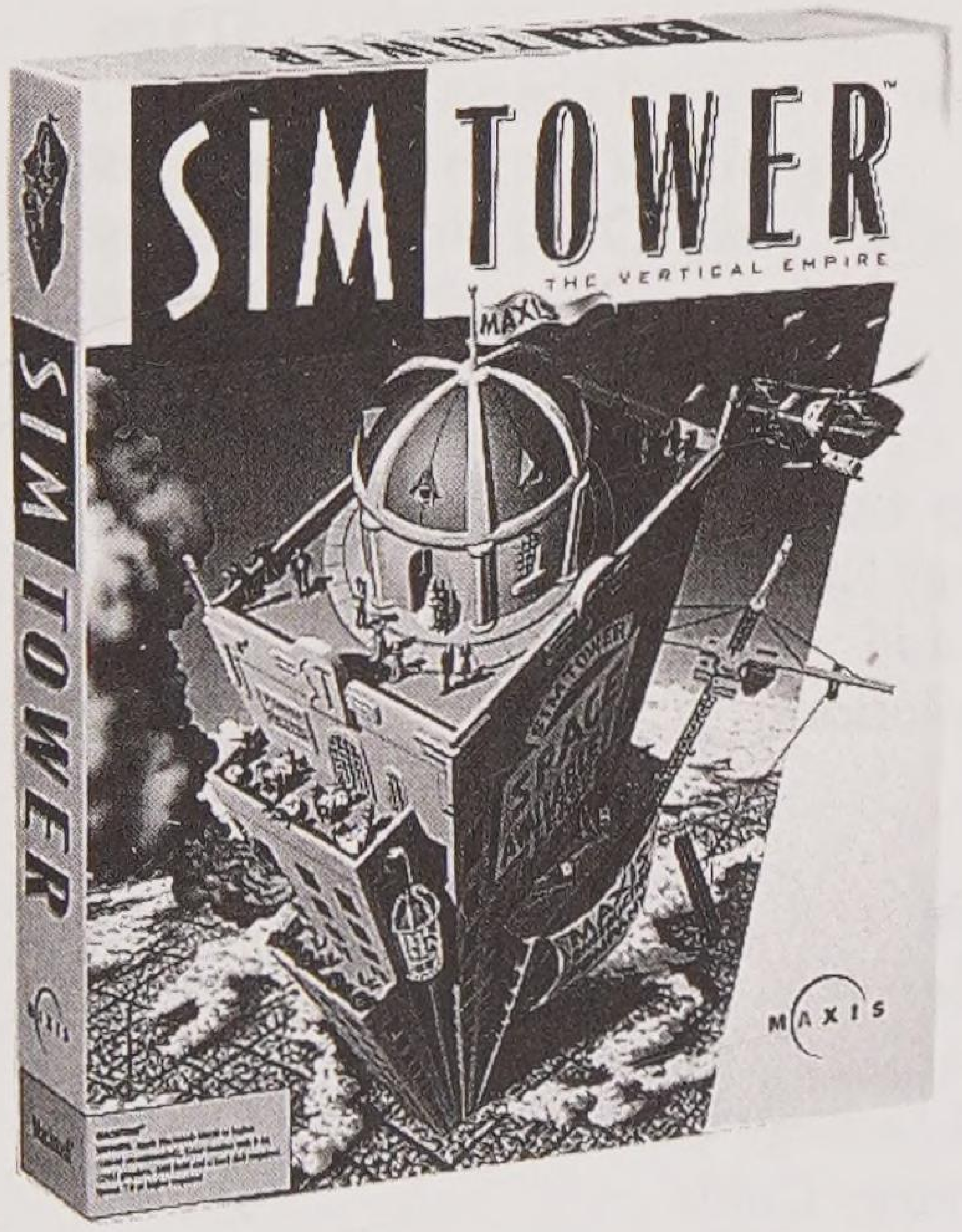
1. Build a sawmill. Link it to logging camps or have Dee go there and import wood.
2. Train Bob (Construction) to 77 percent at HQ with help from Dee (Employment).
3. Build an airport to attract tourists; then upgrade it to a large airport.
4. Add four or five hotels near the airport, each with a capacity of 50-plus and a quality of 10, to boost income.
5. Create one 25-plus capacity tourist attraction with an excitement factor of 20 to maximize tourists and income.
6. Have Bob begin construction on a town that could become a city—meaning skilled laborers.
7. Train Iain to 90 percent and then send him from village to village batch training the natives to provide unskilled laborers.
8. Another possibility is to train Rick (Exploration) to 90 percent and use him to comb the island for all of its hidden treasures.
9. Practice using the different islands that are generated to practice all your agents' skills.
10. Have fun!

Special Offer!
$29.95

CA, CO, IL, MA, MD and UT residents add appropriate sales tax.

High Rise –
Low Price!

SimTower™ for only $29.95!



SimTower will get you thinking vertically as you build and manage a successful commercial skyscraper from a small office building to a soaring 100-story empire. Success in SimTower requires design talent, management skills, business acumen, and the ability to keep your customers happy.

Windows™ System Requirements:
IBM or 100% compatibles, 386 or above (486 or above recommended) running at 25 Mhz or faster
SVGA card supporting 640 x 480 (256 colors)
4 MB free RAM and a hard disk required
Windows 3.1 or above
Microsoft mouse or 100% compatible
Windows compatible sound card support
CD version requires CD-ROM drive

Macintosh® System Requirements:
Apple Macintosh 68030 or above (68040 recommended)
Color monitor with 8-bit (256) graphics
4MB free RAM and a hard disk required
System 7.0 or higher required
CD version requires CD-ROM drive
Runs native on the Power Macintosh

☑ Yes, I'd like to scale the heights of SimTower. Please send me SimTower for just $29.95 (plus $5.00 freight*).
CA,CO, IL, MA, MD and UT residents add appropriate sales tax.

Remember to specify format (Windows 3.5" disk, Windows CD, Macintosh 3.5" disk, Macintosh CD).

To order or for product information, call:
800-33-MAXIS (800-336-2947)
Monday - Friday 6:00 a.m. to 6:00 p.m., Pacific Time
Please refer to the following discount code when placing your order: G5BB674

VISA or MasterCard accepted.

MAXIS

* All orders are shipped via Two Day Priority Mail.
Offer expires 7/31/96. Valid in U.S.A. and Canada only. Offer subject to availability. SimTower is a trademark and Maxis is a registered trademark of Maxis, Inc. All other trademarks are the properties of their respective owners.

Computer Game Books

1942: The Pacific Air War: The Official Strategy Guide	$19.95
The 7th Guest: The Official Strategy Guide	$19.95
Across the Rhine: The Official Strategy Guide	$19.95
Alone in the Dark 3: The Official Strategy Guide	$19.95
Ascendancy: The Official Strategy Guide	$19.95
Buried in Time: The Official Strategy Guide	$19.95
Caesar II: The Official Strategy Guide	$19.95
CD-ROM Games Secrets, Volume 1	$19.95
Cyberia: The Official Strategy Guide	$19.95
Descent: The Official Strategy Guide	$19.95
DOOM II: The Official Strategy Guide	$19.95
DOOM Battlebook: The Revised and Expanded Edition	$19.95
Hell: A Cyberpunk Thriller The Official Strategy Guide	$19.95
Heretic: The Official Strategy Guide	$19.95
I Have No Mouth and I Must Scream: The Official Strategy Guide	$19.95
In the First Degree: The Official Strategy Guide	$19.95
Inside Electronic Game Design	$19.95
Kingdom: The Far Reaches The Official Strategy Guide	$19.95
King's Quest VII: The Unauthorized Strategy Guide	$19.95
The Legend of Kyrandia: The Official Strategy Guide	$19.95
Lords of Midnight: The Official Strategy Guide	$19.95
Machiavelli the Prince: Official Secrets & Solutions	$12.95
Marathon: The Official Strategy Guide	$19.95
Marco Polo Official Secrets and Solutions	$12.95
Master of Orion: The Official Strategy Guide	$19.95
Master of Magic: The Official Strategy Guide	$19.95
MechWarrior 2: The Official Strategy Guide	$19.95
Microsoft Flight Simulator 5.1: The Official Strategy Guide	$19.95
Microsoft Space Simulator: The Official Strategy Guide	$19.95
Myst: The Official Strategy Guide, Revised Edition	$19.95
Panzer General: The Official Strategy Guide	$19.95
Perfect General II: The Official Strategy Guide	$19.95
Prince of Persia: The Official Strategy Guide	$19.95
Sid Meier's Civilization, or Rome on 640K a Day	$19.95
Sid Meier's Colonization: The Official Strategy Guide	$19.95
SimCity 2000: Power, Politics, and Planning	$19.95
SimTower: The Official Strategy Guide	$19.95
TIE Fighter: The Official Strategy Guide	$19.95
Under a Killing Moon: The Official Strategy Guide	$19.95
Wing Commander I, II, and III: The Ultimate Strategy Guide	$19.95
X-COM Terror From The Deep: The Official Strategy Guide	$19.95
X-COM UFO Defense: The Official Strategy Guide	$19.95
X-Wing: Collector's CD-ROM: The Official Strategy Guide	$19.95

Video Game Books

3DO Game Guide	$16.95
Behind the Scenes at Sega: The Making of a Video Game	$14.95
Boogerman Official Game Secrets	$12.95
Breath of Fire Authorized Game Secrets	$14.95
Complete Final Fantasy III Forbidden Game Secrets	$14.95
Earthworm Jim Official Game Secrets	$12.95
The Legend of Zelda: A Link to the PastóGame Secrets	$12.95
Lord of the Rings Official Game Secrets	$12.95
Maximum Carnage Official Game Secrets	$9.95
Mortal Kombat II Official Power Play Guide	$9.95
NBA JAM: The Official Power Play Guide	$12.95
Parent's Guide to Video Games	$12.95
Secret of Mana Official Game Secrets	$14.95
Sega CD Official Game Secrets	$12.95
Official Sega Genesis Power Tips Book, Volumes 2 and 3	$14.95 each
Sega Genesis Secrets, Volume 6	$12.95
Sonic 3 Official Play Guide	$12.95
Super Mario World Game Secrets	$12.95
Super NES Games Secrets, Volumes 2 and 3	$11.95 each
Super NES Games Secrets, Volumes 4 and 5	$12.95 each
Virtual Bart Official Game Secrets	$12.95

To Order Books

Please send me the following items:

Quantity	**Title**	**Unit Price**	
______	______________________	$ ______	$ ______
______	______________________	$ ______	$ ______
______	______________________	$ ______	$ ______
______	______________________	$ ______	$ ______
______	______________________	$ ______	$ ______
______	______________________	$ ______	$ ______

Subtotal	$ ______
7.25% Sales Tax (CA only)	$ ______
8.25% Sales Tax (TN only)	$ ______
5.0% Sales Tax (MD only)	$ ______
7.0% G.S.T. Canadian Orders	$ ______
*Shipping and Handling **	$ ______
Total Order	$ ______

** $4.00 shipping and handling charge for the first book and $1 for each additional book.*

By Telephone: *With MC or Visa, call (916) 632-4400. Mon-Fri, 9-4 PST.*
By Mail: *Just fill out the information below and send with your remittance to:*

Prima Publishing
P.O. Box 1260BK
Rocklin, CA 95677

Satisfaction unconditionally guaranteed.

My name is ______________________________

I live at ______________________________

City ____________________ State______ Zip__________

MC/Visa# ____________________ Exp.__________

Signature ______________________________

NOTES

NOTES

NOTES

NOTES

NOTES

NOTES

NOTES

NOTES

U.S. $19.95
Can. $27.95
U.K. £15.99

Electronic Entertainment

Pave Paradise and Put Up a Parking Lot?
YOU Decide!

Tree huggers and hustlers alike will want to take this guidebook along when they venture into SimIsle, the latest open-ended simulation from Maxis. Whether you're seeking short-term profit, long-term paradise, or something in between, *SimIsle:™ The Official Strategy Guide* will help you get where you're going.

SimIsle challenges its players with specific missions and goals. You can measure success in financial or environmental terms, but you may not have much success to measure unless you take advantage of this book's features, including:

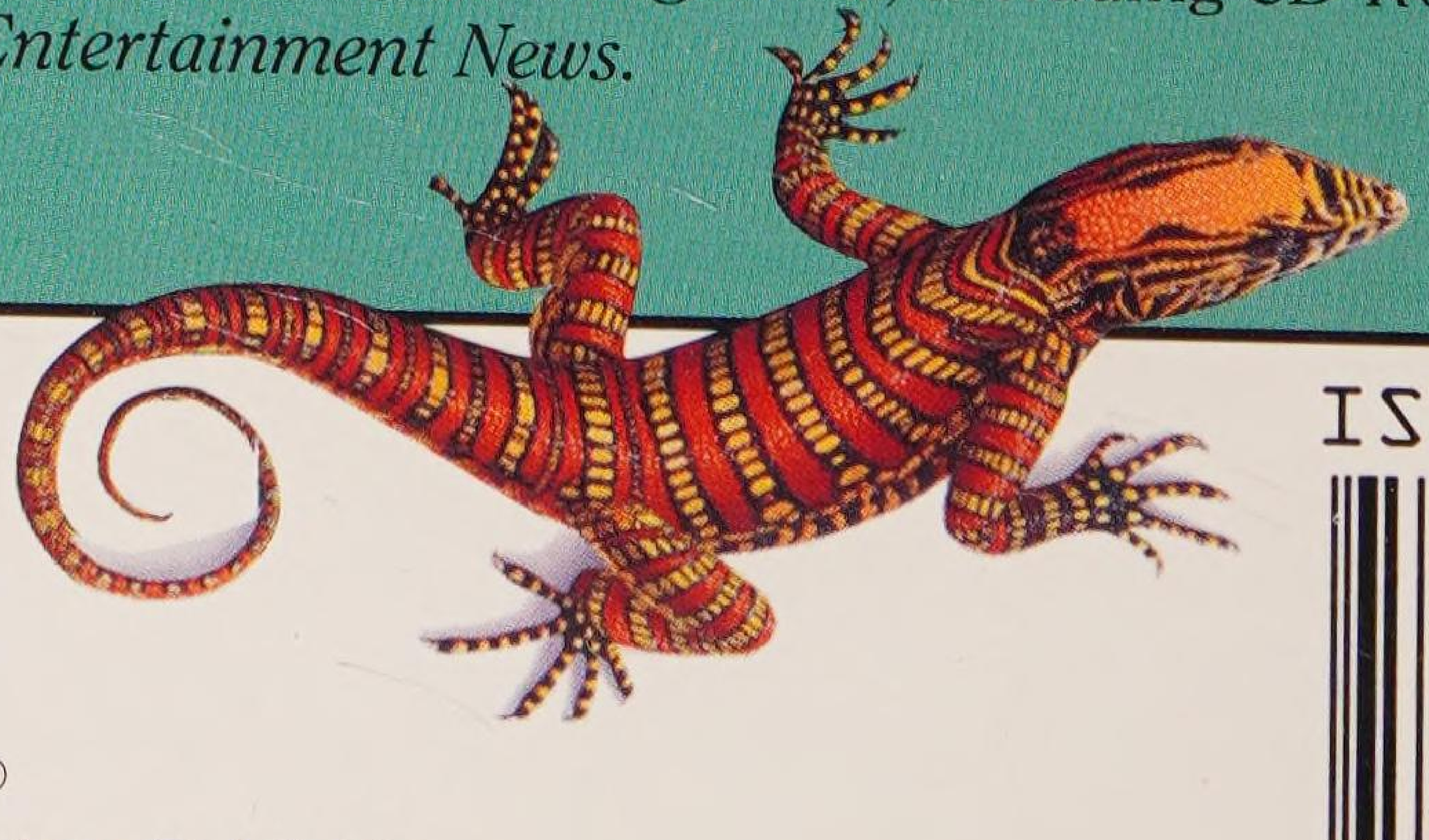
- The Lei of the Lands—an overview of the islands and their resources
- Mission Command—a guide to onscreen and keyboard controls and information management
- Missions in the Archipelago—details about each of the game's 25 missions and what it takes to win them
- Reference Dossier—everything you need to know about SimIsle's agents, the pool of talent from which you draw your management force
- Scenario QuickStarts—No-nonsense walkthroughs of every mission
- Technical appendices, notes, tips, cautions, and other exclusive insights

EXCLUSIVE! *SimIsle: The Official Strategy Guide* clues you in to save-game strategies not explained anywhere else! Learn how to return to saved games with vastly improved resources—financing, food, building materials, you name it!

DOUGLAS R. BRUMLEY is a former editor at *Game Players* magazine and has written extensively about electronic entertainment for *PC Gamer* and *CD-ROM Today* magazines.

PHILL POWELL is the former associate editor of *CD-ROM Today* and has been writing about electronic entertainment for more than five years.

SELBY BATEMAN, has been writing about computer and video games for more than 12 years. He heads NewVision Studio, a creative multimedia authoring and production studio, and is the former executive editor of a half-dozen computer magazines, including *CD-ROM Today, PC Gamer, Game Players,* and *Computer Entertainment News.*



PRIMA'S SECRETS OF THE GAMES®

ISBN 0-7615-0085-5

SECRETS OF THE GAMES®
A Registered Trademark of Prima Publishing

Platforms: DOS, Mac, Windows 95

9 780761 500858 51995>